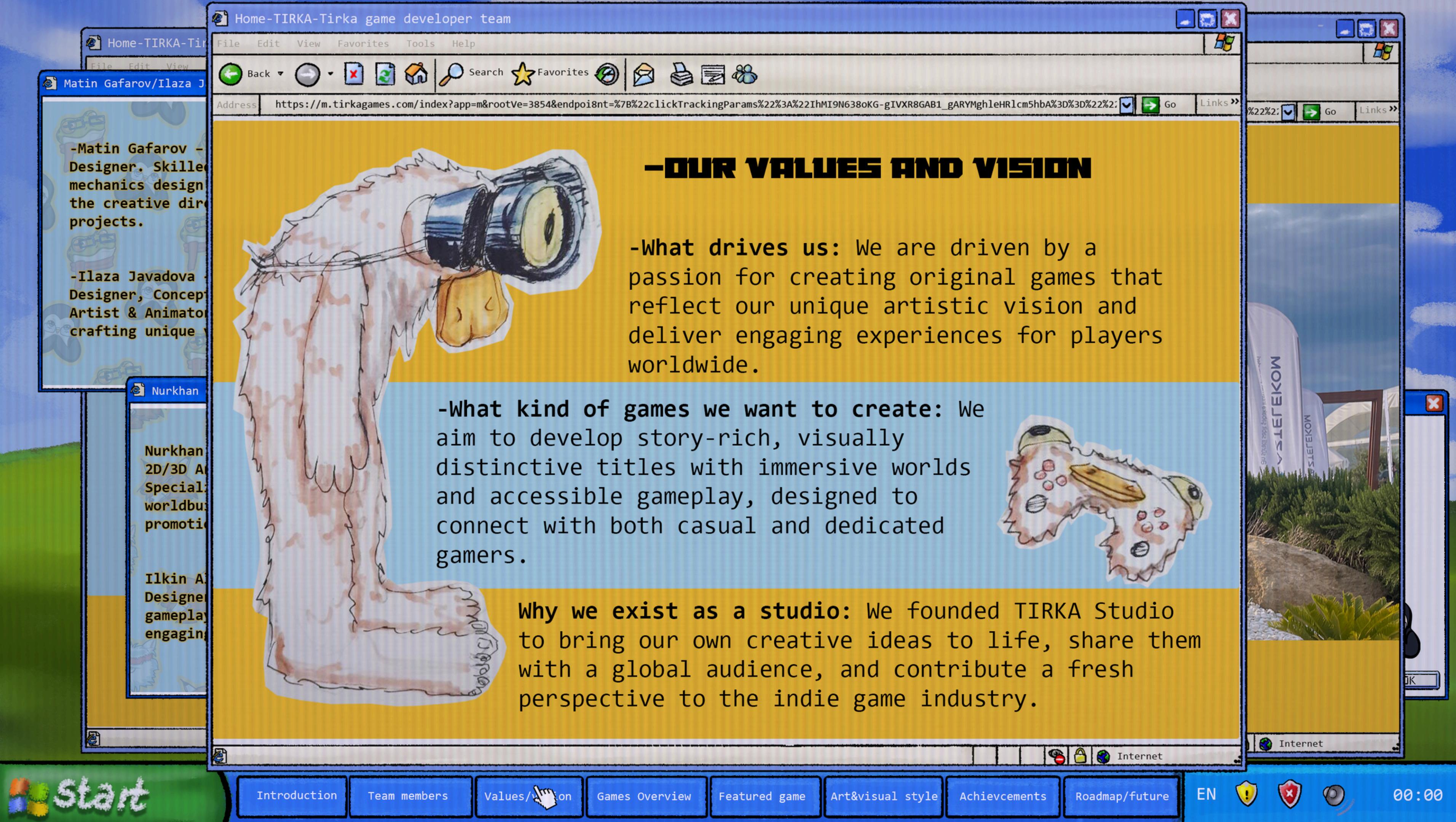


The image is a composite of several screenshots from a Windows-based computer interface. At the top, a window titled "Home-TIRKA-Tirka game developer team" shows a yellow banner with the text "-OUR CREATIVE TEAM". Below it is a photograph of four young adults (three men and one woman) standing outdoors against a backdrop of palm trees and a cloudy sky. Each person has a thought bubble above their head containing a cartoon animal: a white wolf-like creature, a green frog, a black penguin, and a red fox. To the left of the main window, three smaller pop-up boxes provide bios for individual team members: Matin Gafarov/Ilaza Javadova, Nurkhan Gulyiyev/Ilkin Alizade, and Ilkin (helix) Alizade. The taskbar at the bottom features icons for various applications like Internet Explorer, File Explorer, and Control Panel, along with system status icons.





-MY CHEF HATES ME

t- Local PvP / Party Game | PC (itch.io) | Demo Released July 2025

A chaotic kitchen duel for two players: the intern races to cook according to the recipe, while the chef sabotages their every move—all while both characters are tied together by a rope.

Time limits and physical constraints make for unpredictable, laugh-out-loud matches. Designed in a nostalgic 2D, old-Flash-game art style.

FROGMANIA

Frogmania

2nd Place – GanjaJam (Azerbaijan) with full team participation.

OK



-DOODIE MOODIE

- Puzzle | PC (itch.io) | Demo Released April 2025

An absurd puzzle game where a human is abducted by aliens, crowned as their king, and must solve their bizarre problems in ridiculous ways that somehow work. Inspired by the charm of old Flash games, with a doodle-style art direction and humor-driven gameplay.

Notable: 3rd place at GamePonsJam Vol. 3 (Azerbaijan), showcased to Rami Ismail who provided valuable feedback and praise.

-TIED TRAILS

story-tales with gameplay both cast

exist as our own global alive to documentation, animations, and splash art, with gameplay systems in early development.

- Co-op Platformer | PC | Prototype 2025

A pixel art platformer where a cat and a dog are tied together by a rope, requiring teamwork to navigate challenging levels. Inspired by titles like Bread & Fred, the game currently has completed concept art, design

OK

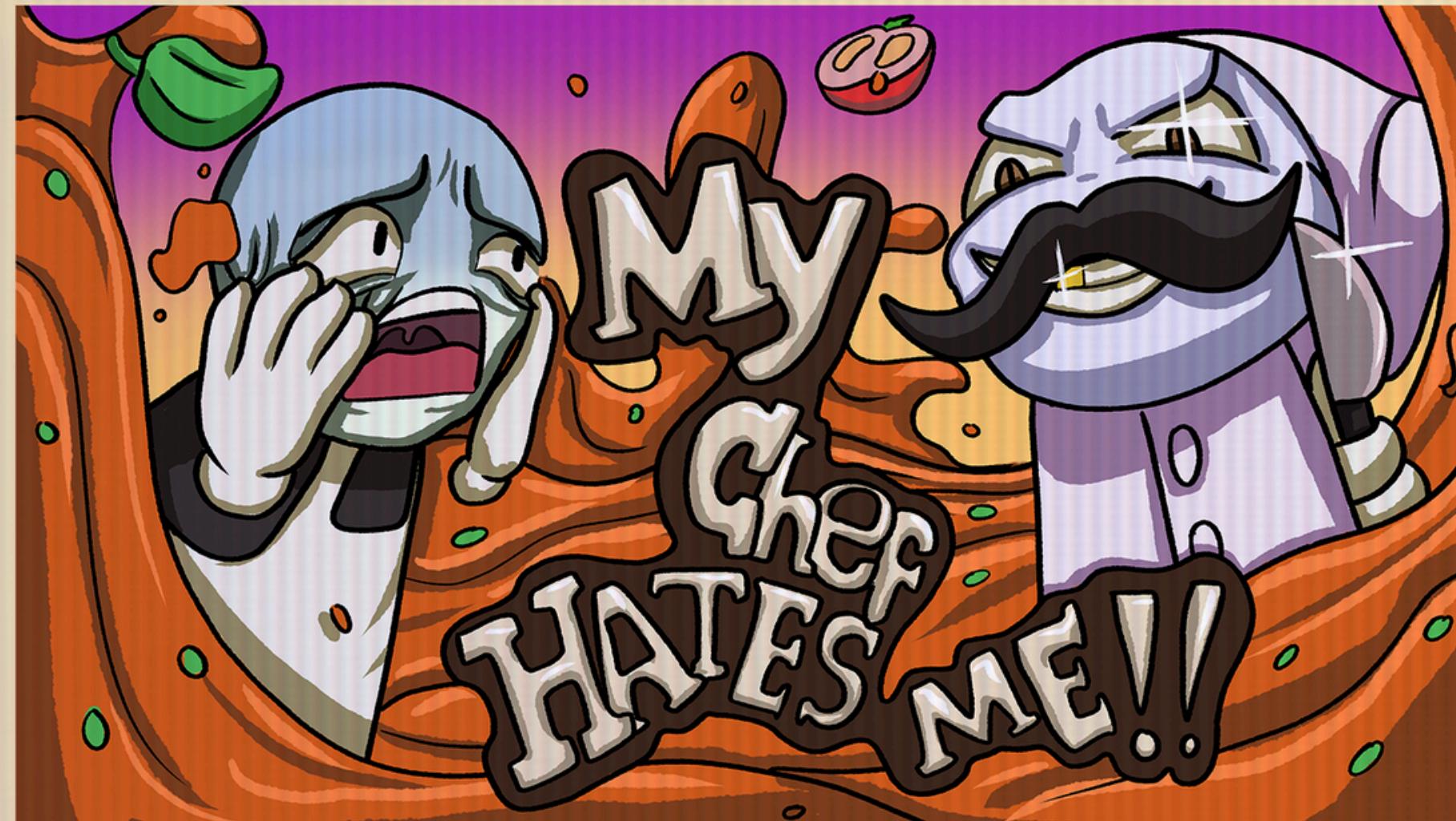


Search  Favorites 

https://m.tirkagames.com/index?app=m&rootVe=3854&endpoi8nt=%7B%22clickTrackingParams%22%3A%22IhMI9N638oKG-gIVXR8GAB1_gARYMghleHR1cm5hbA%3D%3D%22%22%7D

-FEATURED GAME

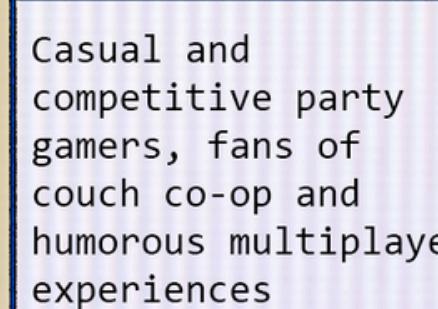
-My Chef Hates Me Local PvP/Party Game



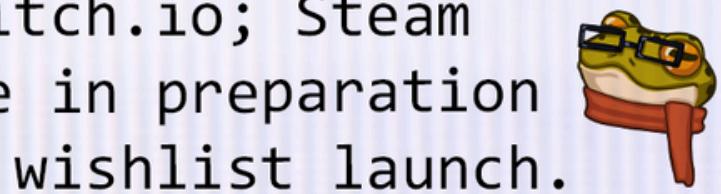
- Local 2-player PvP with asymmetric roles
- Unique rope mechanic that adds tension and unpredictability
- Fun, nostalgic 2D art style inspired by classic Flash games
- Short, chaotic matches ideal for parties and gatherings



6 .

A screenshot of a Windows-style dialog box titled "Target Audience:" with a blue header bar and a red "X" button in the top right corner. The main body of the box contains the following text:
Casual and
competitive party
gamers, fans of
couch co-op and
humorous multiplayer
experiences

My Chef Hates Me is a fast-paced local PvP kitchen duel that blends humor, chaos, and competition. Two players are tied together by a rope—one plays as the intern, racing to cook dishes according to the recipe, while the other plays as the chef, doing everything possible to sabotage them. The result is unpredictable, laugh-out-loud gameplay perfect for parties and casual competitive sessions.



 Achievements:

- Winner of 1st place at a local game competition Gameponsjam vol4
 - widely enjoyed by local players.



This style allows us to focus on expressive characters, humorous animations, and colorful environments that bring our worlds to life. It's a style that not only feels personal to us, but has also been warmly received by players locally and internationally.

-ART & VISUAL STYLE



At TIRKA Studio, we have embraced a distinctive 2D art style inspired by the charm and simplicity of old Flash games. Our visuals combine retro aesthetics with modern polish, creating a playful and instantly recognizable look that resonates with both nostalgic players and new audiences.

- Local 2D
- Unique
- Fun, no
- Short,



Home-TIRKA-Tirka game developer team

-Art and visual style

This style adds expressive character animations, and environments that bring worlds to life. Not only feels good, but has also been loved by players locally and internationally.

Character

-doodie from doodle

- Local 2D art style
- Unique characters
- Fun, no violence
- Short, fast-paced

ACHIEVEMENTS & MILESTONES

- 1st Place - My Chef Hates Me at a local game competition, praised by players for its chaotic, fun gameplay.
- 3rd Place - Doodie Moodie at GamePonsJam Vol. 3 (Azerbaijan).
- 4th Place - Matin Gafarov & Ilkin Alizade at Turkic Game Jam (competing among teams from across the Turkic world).
- 2nd Place - GanjaJam (Azerbaijan) with full team participation.

International Exposure - Doodie Moodie presented to Rami Ismail (Dutch-Egyptian independent game developer) who gave highly positive feedback.

Studio Collaboration - Ilaza Javadova and Nurkhan Guliyev are also members of Nomadman Studio, one of the most recognized game development teams in Azerbaijan.

TIRKA AT GAMESUMMIT

- Industry Representation
 - Matin Gafarov invited to Digital Dragons (Krakow, May 2025), supported by the Ministry of Culture of the Republic of Azerbaijan.
 - Ilaza Javadova & Nurkhan Guliyev visited CD Projekt headquarters (Warsaw, April 2024), supported by the Ministry of Culture of the Republic of Azerbaijan and GamePons.

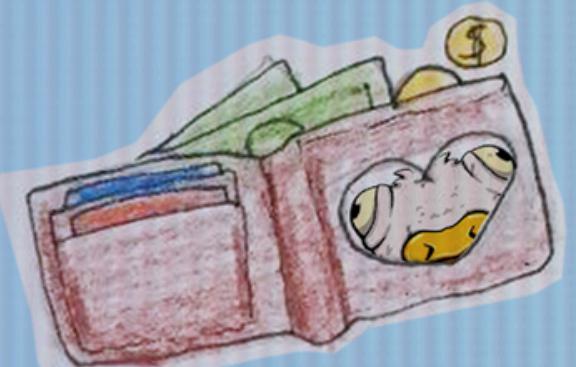
Start

Introduction Team members Values/vision Games Overview Featured game Art&visual style Achievements Roadmap/future EN Internet

00:00

WHAT'S NEXT FOR TIRKA STUDIO ?

In the short term, our priority is to secure a publisher and investor to bring our flagship projects to full release. We aim to actively grow our community through social media platforms, Discord, Reddit, and itch.io by publishing devlogs, sharing event highlights, and posting updates on Instagram and LinkedIn.



Long-term, we plan to expand our reach beyond Azerbaijan, strengthen collaborations with other teams in the local game development scene, and establish TIRKA Studio as a recognizable indie brand internationally.

With a publisher's support, we can accelerate production, increase marketing reach, and deliver high-quality games to a global audience while continuing to build a passionate, engaged community.

