

PROBLEM

- Implementation of interactive games is tough for game designers
- Launching Multiplatform is challenging and nightmare considering required skills and resources
- No easy way exists to design a game for any one with good game plot/story

SOLUTION

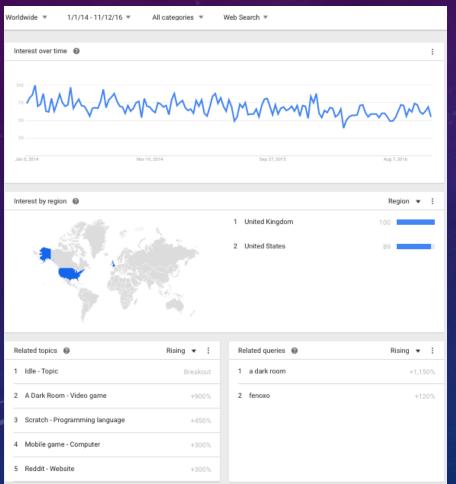
A web platform through which anyone can easily build interactive games with no worries about APIs/SDKs/Programming knowledge

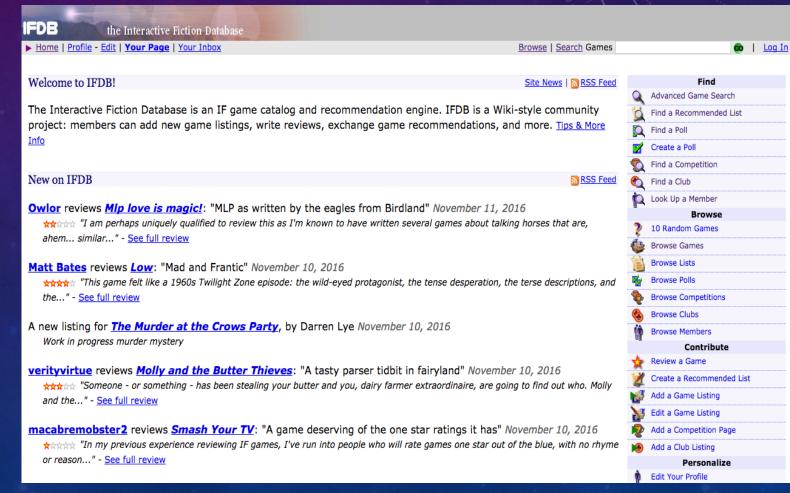


Plugin Story in right boxes,
Configure options at each branch point

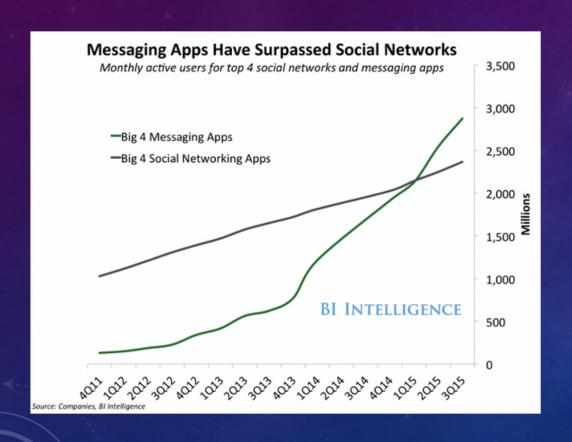
Choose Platforms,
Publish the game
and start
Making money

MARKET





MARKET VALIDATION & SIZE



 1000+ games on IFDB (Interactive Fiction Database)

http://ifdb.tads.org/

 100+ revenue making games on Inkle Studios

http://www.inklestudios.com/

PLATFORM



REVENUE MODEL

Connectors

Number of target platforms for the game

- Levels
 Number of levels in the game
- Objects

Number of objects used in the game

COMPETITORS

- No One
- AATA is first of its kind platform
- Great time to execute in the current era & boom of chatbots!

QUESTIONS?

CONTACT

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