

Anything 2

RPG



01.02.2026

Cursor AI Hackathon

Anything 2 RPG

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The Illusion of Learning: Why we forget almost everything we watch?

We fail to transfer information into our long-term memory

Passive watching & listening leads to 90% memory loss in 7 days!

YouTube's largest engine: 22% of its 2.7 billion users are the Young Professionals (25-34).



\$54B Personal Development Market

Is there a way to become the main character of the context?

Solution? Vibe: RPG

A Playable Memory Palace Turning passive knowledge into interactive RPG quests

Learn by Doing: Interactive quizzes boost retention by 50% vs. passive reading

90% Retention thanks to gamification

Dual-Challenge: Every chapter has Easy and Hard questions

Automated notifications stop the "Forgetting Curve."

Our Featured Use cases



Business Model



Free Users: Monetized via Rewarded Ads

- One game per day w/o ads
- An advertisement video before the game



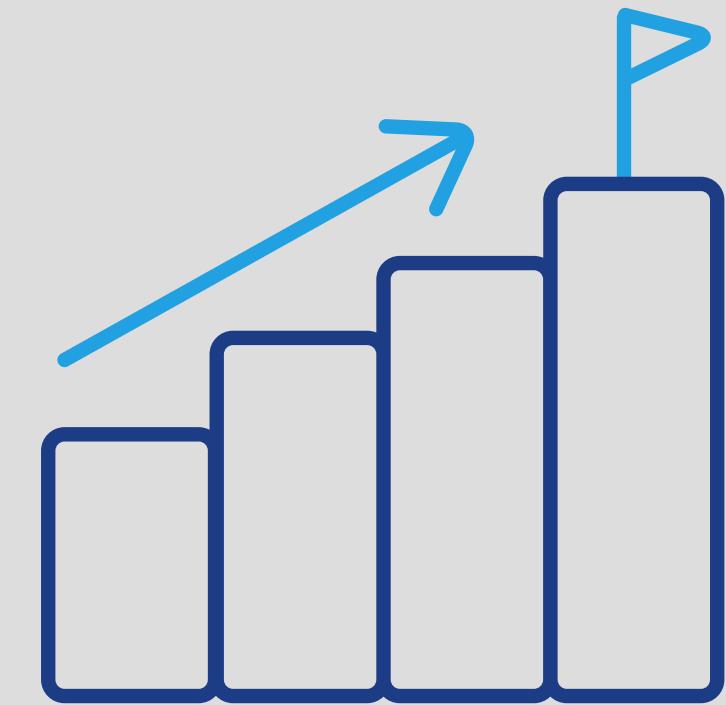
Pro Subscribers (€4.99/mo)

- Without ads & 10 times per day
- Spaced Repetition
- Being the bridge between topics



Gross Margin: ~50% (Scalable high-margin software)

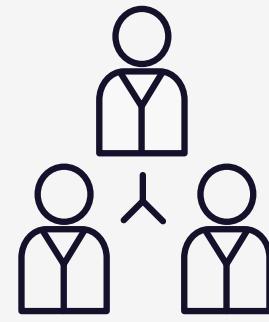
- Strategy: Caching and AI deflation will drive margins toward 80%.



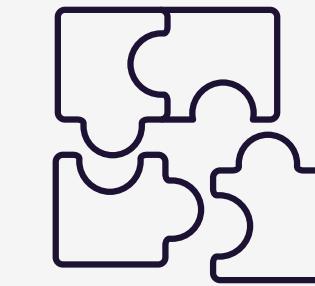
Go-to-Market Plan



**Influencer
Partnerships**

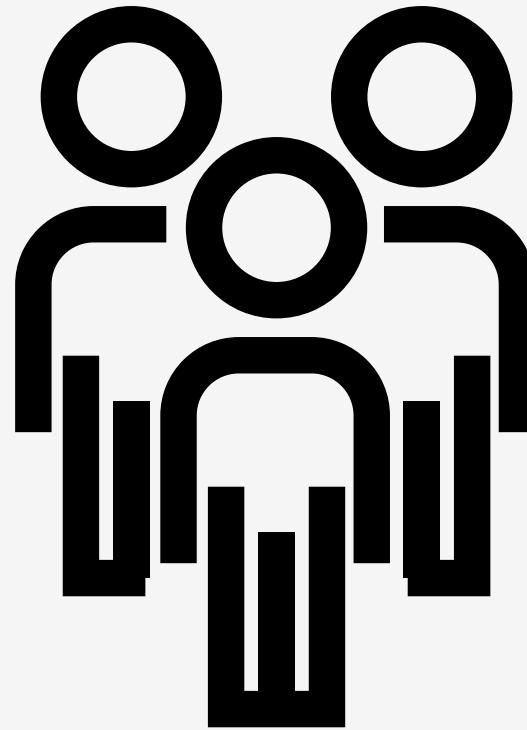


**Knowledge
Communities**



**Engaging
Learning
Platform**

Why Us / Why Now



**We Are the Target
Professionals (25–34) solving our own
knowledge decay.**

**The AI Opportunity
2026 tech makes "Memory Palaces"
scalable and affordable.**



Thank You
FOR YOUR TIME