**Fimaki Games: From Visionary Beginnings to Industry Dominance**

* Fimaki Games, one of the most influential studios in the gaming world today, has a story that is nothing short of legendary. Founded under the visionary leadership of billionaire entrepreneur **Ahmet Eren Gültekin**, the company’s journey began in the halls of Gebze Technical University. During his tenure as the president of the university’s gaming and technology club, Gültekin spearheaded an ambitious start-up project that would later become Fimaki Games. What started as a humble initiative quickly turned into a global phenomenon with the release of their debut title, **Memory of Fallen**.

**Ahmet Eren Gültekin: A Visionary Leader**

* Although Ahmet Eren Gültekin is originally an **aerospace engineer**, his passion for game development has always remained unwavering. His impressive achievements include being a finalist in the **Swarm UAV category at Teknofest** and earning a spot in the prestigious **AI-powered Unity Game Development Bootcamp**, a collaboration between T3 Foundation and Google.
* Gültekin’s skill set is as versatile as it is impressive:
* He can design and build aircraft.
* With his cybersecurity certifications, he has the expertise to penetrate systems securely and ethically.
* He excels in 3D modeling and artificial intelligence development.
* His ability to write **smart contracts on blockchain technology** demonstrates his commitment to simplifying people's lives through innovation.
* His leadership and determination have been instrumental in transforming Fimaki Games into a trailblazer in the gaming industry, showcasing the potential of Turkish talent on a global scale.

**The Birth of a Masterpiece: Memory of Fallen**

* Memory of Fallen is not just a game—it is an emotional odyssey. The game follows the gripping story of two childhood friends, Mia Chi and Eunhye Park, who rise from the gritty streets to pursue their dreams of becoming world-famous idols. The narrative delves deep into their struggles, triumphs, and the unbreakable bond they share. However, just as they are on the brink of achieving their dreams, tragedy strikes. Mia’s closest friend, Eunhye, mysteriously vanishes, leaving behind only questions and a trail of heartbreak.
* This psychological horror game explores the haunting aftermath of Eunhye’s disappearance and Mia’s relentless quest to uncover the truth. The game’s world is brought to life by a cast of compelling characters:
* Games budget nearly 3k usd
* **Eunhye Park**: The main protagonist who grew up in underprivileged neighborhoods and has always dreamed of becoming an idol. Her determination and resilience drive the narrative forward as she searches for her missing best friend.
* **Mia Chi**: Eunhye’s closest friend, whose mysterious disappearance at the beginning of the story sets the stage for the game’s haunting and emotional journey.
* **Lin-ho Chi**: Mia’s father, who is mentally devastated by his daughter’s disappearance. Once a chemist, Lin-ho’s life takes a dark turn as the company he worked for suddenly withdraws from the public eye, leaving him unemployed.
* **Aila Ke**: A former schoolmate of Eunhye’s. She is a privileged and arrogant girl who lives off her father’s wealth, providing an intriguing contrast to Eunhye’s humble background.
* The game also introduces other enigmatic characters such as **Kiara**, **Lexi**, **Gia**, **Ada**, **Iris**, and **Amy**, whose roles remain a mystery to avoid spoilers.

**A Multidimensional Journey**

* Memory of Fallen takes players through three distinct dimensions, each with its own mysteries:

1. **Colorful Space**
2. **Dream Space**
3. **World Space**

* While the details of these dimensions are tightly guarded, they are integral to the game’s immersive narrative. The game features **12 meticulously designed maps** and offers an average gameplay time of **6-8 hours**, delivering a perfect balance of storytelling, exploration, and challenge.

**Eren’s friends**

Behind this groundbreaking title is a small but talented team of five developers:

* **Ömer Çetin**: A high school friend of Ahmet Eren Gültekin, Ömer is a Turkish-German mechatronics student at a German university. Despite his dislike for horror games, his analytical skills and dedication played a vital role in the project. Ömer hails from Ankara and brings a practical perspective to the team.
* **Bahadır**: Known as the **music design genius**, Bahadır is a computer engineer whose passion for sound design helped create the hauntingly atmospheric soundtrack for Memory of Fallen.
* **Yusuf Taha**: A computer engineering student at the Health and Technology University, Yusuf is a huge Scarlet Witch fan. His technical expertise was instrumental in coding and optimizing the game.
* **Boran**: As Ahmet Eren Gültekin’s cousin, Boran brought a creative flair to the project. A devoted anime fan, his imaginative ideas added depth to the game’s development.
* **Ahmet Eren Gültekin**: The visionary leader, driving the team with his relentless passion and innovative mindset.
* Together, these university students, working part-time, overcame significant challenges to deliver a AAA-quality game that has set a new benchmark for Turkish gaming.

**Revolutionizing Turkish Gaming**

* With Memory of Fallen, Fimaki Games didn’t just create a game; they ignited a revolution. The title’s immense success has paved the way for Turkey’s emergence as a significant player in the global gaming scene. The studio’s commitment to crafting immersive experiences and its fearless approach to storytelling have redefined what players can expect from video games.

**The Future of Fimaki Games**

* As Fimaki Games continues to expand its portfolio, the studio remains dedicated to creating groundbreaking titles that challenge conventions and captivate audiences. The legacy of **Memory of Fallen** lives on, not just as a game but as a symbol of what can be achieved through passion, innovation, and resilience.
* Fimaki Games’ journey is far from over. With new projects on the horizon and an ever-growing global fanbase, the studio is poised to leave an indelible mark on the gaming industry for generations to come.