

iWs Games

iWsMMO

Our own world. Our own MMO.

PC MMORPG Investor Presentation

October 2026

iWsMMO is a working title. Image taken from the project trailer.

An MMO world worth investing your time in

A world players will want to invest their time in for years.

We combine the spirit of classic MMORPGs with our own modular systems. Hunting, quests, equipment and playing together are at the heart of this world.



In-game development capture, October 17, 2026. Visuals and UI are in development.

A global vision for a modern MMORPG

With the current release of Unreal Engine 5, we aim for stunning visuals and an optimized MMO experience.

Players around the world

We want to give PC players who value exploration, fluid combat and strong communities a world they will want to inhabit for years.

Visual quality and performance

Our modular MMO architecture lets us develop world content alongside client and server performance.

Quality reference	Defining experience
AION 2	A vast world, freedom to explore and modern visuals
Black Desert	Fluid action, detailed characters and rich life skills
iWsMMO vision	An evolving world, class-based combat and a player economy

An international product vision, developed in stages through community testing and measured performance.

Five classes. Five different paths.



MAGE ABILITY TEST



OPEN WORLD EXPLORATION



Warrior

Melee combat



Assassin

Agile melee combat



Mage

Spells and area abilities



Archer

Ranged attacks



Priest

Healing and support

Progress at your own pace



Hunting and quests together

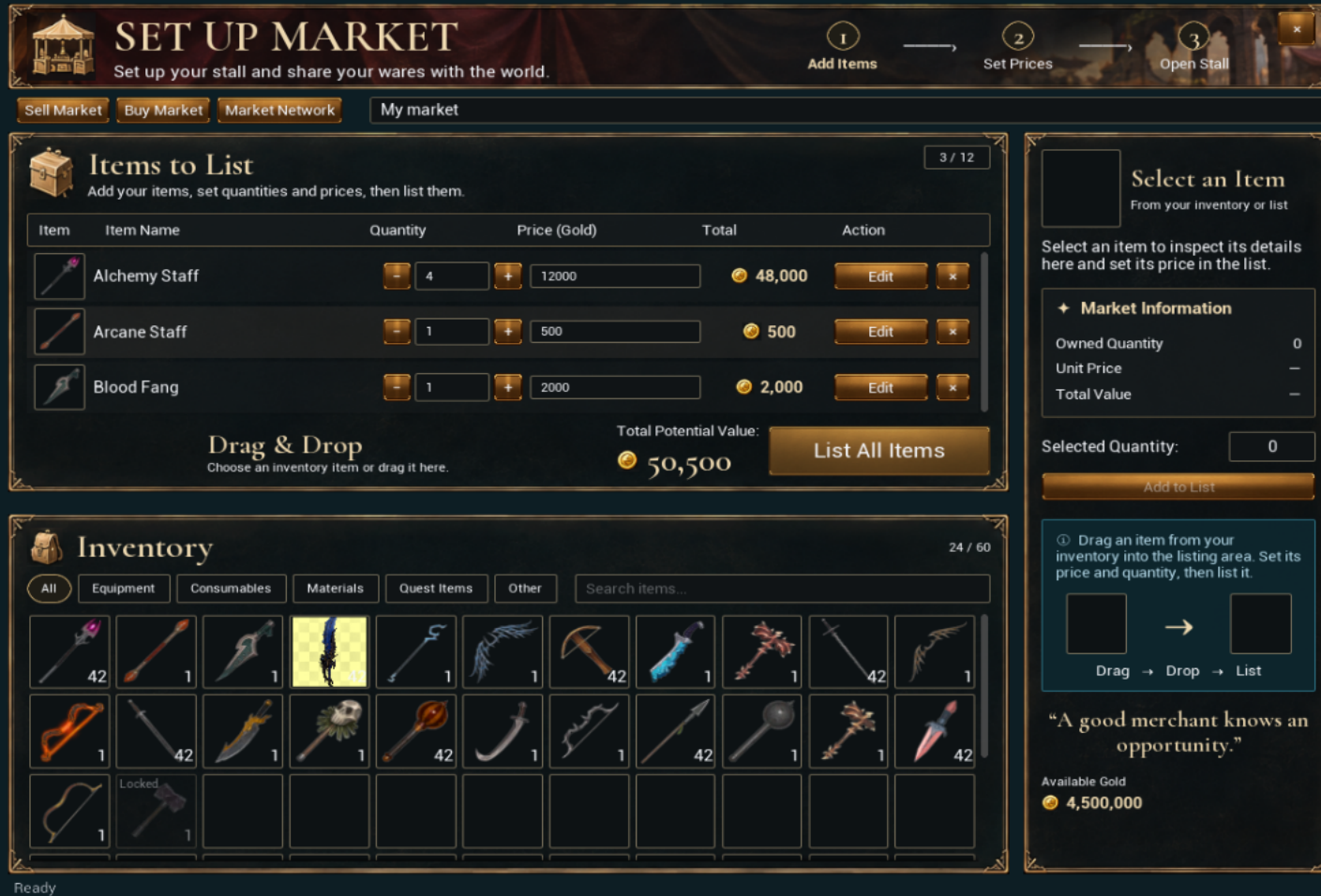
Players progress by hunting creatures. They can accept several available quests at once and turn them in together.

Current content in the first area

28 enemy profiles across 4 zones
20 optional quests
Up to 20 active quests

UI preview uses test data. Content counts reflect the first-area setup on October 21, 2026.

Player markets and equipment progression



Player trading

Buy and sell markets, pricing and direct trading.

Item progression

Character progression through loot, equipment and upgrades.

Updated player market UI, rendered with test data.

From one game to MMO production technology



Humanoid enemy



Different skeleton and animation



Different creature content

Our first product is iWsMMO. We aim to use the same modular foundation to create independent MMOs with entirely different worlds and rules.

Long-term investment value: technology that grows with our first game and helps us produce future MMOs faster.

A UE5 foundation tailored for MMO production

We tailor UE5 for production with our own modular MMO systems and editor tools.

Area	Current tool coverage
Enemies and abilities	Behavior, stats, animation and effect assignment
Items and economy	Catalog, vendors, upgrades and progression settings
Quests and world	Objectives, rewards, map lookup and enemy group relocation
UI and content	Themes, layout, pets and dungeon editing

Our long-term goal is to build the technology and company capability to develop different MMO projects faster and more efficiently.

Current stage: an integrated development build

Available today	To validate with funding
Unreal Engine and Dedicated Server	Closed alpha with real players
Character, combat and ability systems	Combat feel, class balance and the first-hour experience
Inventory, markets, trading, guilds and quests	Economy balance and player retention
Backend and SQL persistence	Security, reconnection and load testing

The team we build will take the existing foundation further in content, quality and player experience.

Proposed monetization model

Free-to-play access

Gameplay and community come first. We will refine monetization through closed-alpha feedback.

Cosmetic sales

Character and equipment appearances, plus account customization.

Seasonal content

Packages to test for cosmetic rewards and progression content.

Pricing and package scope will be shaped by closed-alpha feedback. This is a proposed model.

Go to market through community testing

01 Share our development

Regular gameplay development updates on YouTube and Instagram. A game-focused website presentation.

02 Build the first test community

Closed-alpha applications. Small groups test the first hour, party play and the economy.

03 Measure demand

A Steam store and wishlist campaign. Measurable test campaigns with relevant content creators.

04 Grow in stages

Expand test invitations and marketing spend based on player retention and technical stability.

Website and social channels exist. Alpha applications, the Steam page and campaigns are planned.

Our team and shipping experience

İsmail Korkmaz

Programming and Design

Furkan Korkmaz

Programming and Design



Hidden Heir on Steam

İsmail Korkmaz built the team, arranged the office and equipment, and managed the entire project through completion and release.

We want to build on our previous office and team experience with sustainable production and a dedicated marketing budget.

Proposed 18-month development plan

Period	Production goal	Gate to the next stage
Months 1-3	Set up the office and core team. Consolidate the first gameplay slice.	Stable login, combat, quest and persistence loops
Months 4-9	Closed alpha with limited content. Balance through player feedback.	Player retention, critical bugs and economy data
Months 10-18	Expand content. Run staged server load and security tests.	Evidence to define beta scope and support the next funding decision

Test targets: measure and progress through 25, 100 and 250 concurrent connections.

Timeline and connection counts are planning assumptions, not proven capacity or a commercial launch commitment.

An MMO vision we can grow together

Get to know the project. Let's explore its potential.

We would like you to get to know our game and the technology we are building. If you see investment potential in our vision, we would welcome a conversation about the right partnership and growth plan.

Ambitions that grow with investment

The scale of investment will shape how we expand our team, content production and development capacity.

Stronger funding would create room for a larger world, richer content, broader testing and a more effective international launch campaign.

We want to plan resources around releasing our own MMORPG and advancing our modular technology to produce distinct MMO projects.

We would shape the scope, timeline and resource plan together around the investment.

Our next step

**Release our game.
Grow our MMO production
capability.**

Let's grow this vision together.

If you see investment potential in the project, we would welcome the opportunity to meet and discuss how we could move forward together.

iwsgames.com

[YouTube](#)

[Instagram](#)

[LinkedIn](#)

İsmail Korkmaz and Furkan Korkmaz



Appendix: evidence and validation still needed

Area	Current evidence	Next acceptance step
Technical product	Editor and Dedicated Server builds, focused automation and installed-package checks	End-to-end sessions with real players and reconnection
First-area content	4 zones, 28 enemy profiles, 112 placements and 20 quests	Final meshes, animation, balance and content quality
Performance	Animation budgeting and distance-based update infrastructure	FPS, server frame time and load measurements on the real map
Commercial validation	Website and social channels. A two-person founding team	Player retention, purchase intent and acquisition cost

Commercial metrics and MMO-scale performance validation are part of the closed-alpha plan.