

GO Education

A SUB-COMPANY OF
GauravGo Games Technologies

From Student **Passion** to **Original Games**

We train students from different colleges and help them turn their ideas into real, playable games.



Students from Colleges

We connect with students who are passionate about games and creativity.



Training & Mentorship

We guide them with industry tools, best practices and hands-on support.



Game Development

Student teams build their own game prototypes from original ideas.



Original Games

The best games are further developed, published and shared with players worldwide.



Conveyor Chef

Developed by a student team who explored the idea of a fun restaurant game under our guidance.



Zombie Shootout

Created by students who learned game mechanics and multiplayer systems through our mentorship.



Bharat ka Safar

Built by a student team who combined their interest in travel and Indian culture under our guidance.

Our Team

Passionate people building fun, engaging and rewarding games for everyone.



Multiple
Games



One
Team



Bigger
Dreams



Product Lead

Sonu Dayal



Game Developer

Mohammad Fahad
Siddiqui



Game Developer

Pankaj lochan
Badatya



Game Designer

Sneha Singh



QA Tester

Eswara rao Nagireddi



Our Studio Locations

Building games with talent
from across India.



Gorakhpur



Vishakapatnam



Ganjam



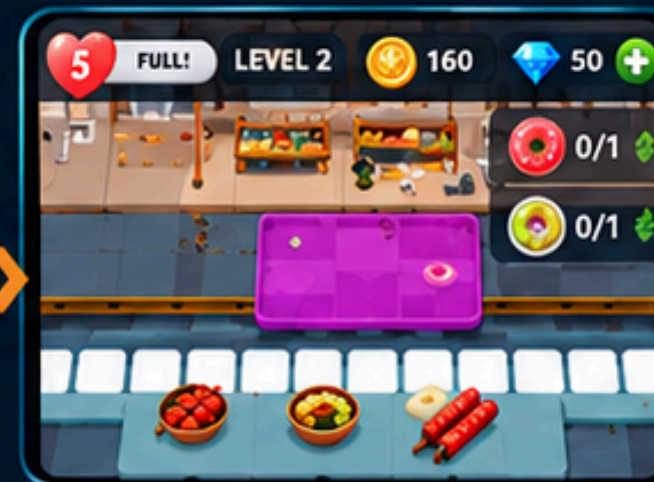
01 GAMEPLAY LOOP

The core loop takes 30 seconds

Casual Puzzle

Unity · Android

Soft-launch ready



1

Read the order

The ticket list shows which food items the tray needs next.

2

Tap to sort

One tap lifts a food item and drops it into its slot. No dragging, no menus.

3

Clear and speed up

A completed tray rolls out, coins land, and the belt runs a little faster.

02

FOUR PILLARS OF THE BUILD

A simple, fun and replayable sorting game



One-tap controls

Playable one-handed in seconds. Accessible to kids and casual players.



Live conveyor pressure

Trays keep arriving. Belt speed is the difficulty dial we tune per level.



Colorful 3D kitchen

Stylized 3D assets, soft lighting, and a mascot chef built for store art and ads.



Boosters and coins

Undo, Hint, and Shuffle give natural rewarded-ad placements.

03

WORLD MAP & PROGRESSION

Explore different cuisines and unlock new levels



01 MARKET

Sorting games, with a timer attached



Proven format

Color-matching and organizing games sit in the top casual charts year after year. Players already know the rules on install.



Our differentiator

The conveyor belt keeps moving while you sort. Calm puzzle thinking meets real-time pressure — a combination the category rarely offers.



Ad-friendly by design

Bright 3D donuts, chefs and kitchen environments create an attractive, brand-safe world ideal for ads.



02 GAMEPLAY

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Casual Puzzle



Unity · Android



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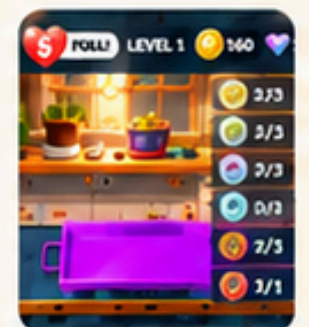
03 PRODUCT

Four pillars of the build



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ZOMBIE SHOOTOUT

MULTIPLAYER ZOMBIE SURVIVAL

1-10 PLAYERS

CO-OP SURVIVAL

4 MAPS

SURVIVE
FIGHT
EARN
REPEAT

THE GAME

CORE GAMEPLAY LOOP

01

Enter the Lobby

Claim daily rewards, check stats & leaderboards.



02

Pick Your Survivor

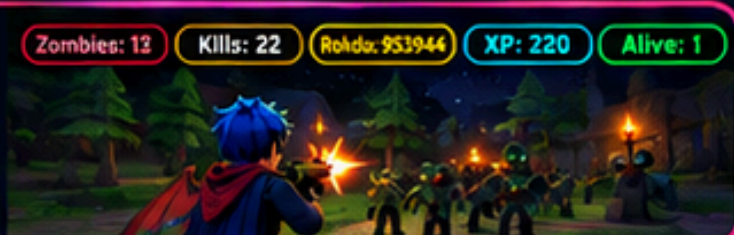
Select, unlock, and customize a character.



03

Play Solo or Squad

Play with up to 10 players and take on zombie hordes.



04

Survive & Progress

Fight escalating waves, loot rewards and get stronger.



05

Collect Rewards & Repeat

Earn XP, unlock items and climb leaderboards.



THE MARKET

A GLOBAL GAMING ECOSYSTEM WITH GROWING OPPORTUNITIES



144.5M

Daily active users
Q4 2025 ↑ 69% YoY



35B

Engagement hours
in Q4 2025



\$1.42B

Quarterly revenue
(↑ 43% YoY)



\$1.5B

Paid out to developers
in 2025

PRODUCT

REAL GAMEPLAY FROM ZOMBIE SHOOTOUT



SELECT YOUR MAP + SQUAD & WAVES

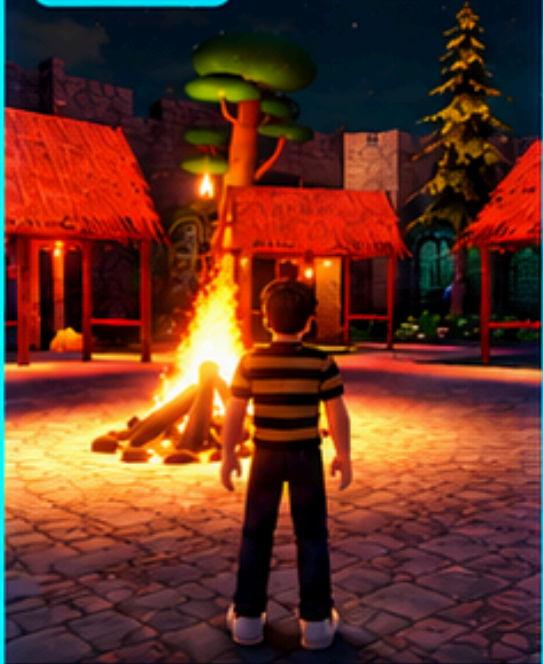
MAPS & SQUAD SURVIVAL

3 MAPS + 1 HUB • 4 WAVES • CO-OP FOR UP TO 10 PLAYERS

ZOMBIE SHOOTOUT

SURVIVE •
FIGHT •
EARN •
REPEAT

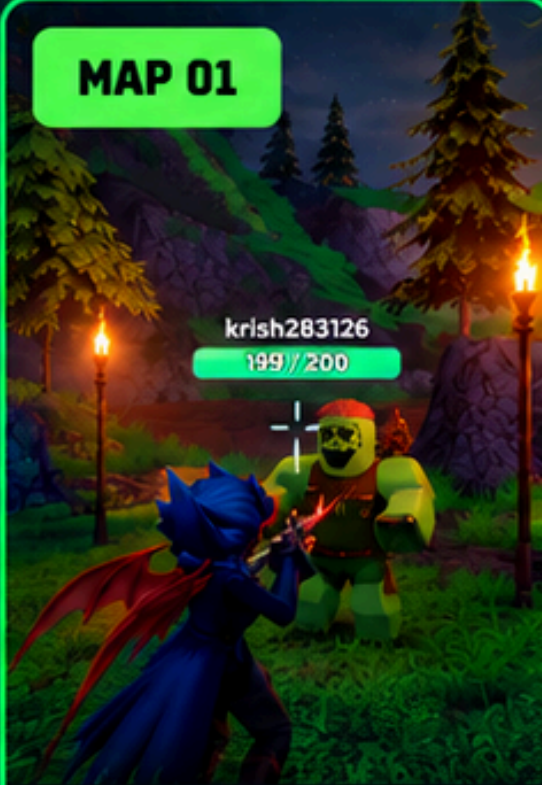
HUB



MAIN LOBBY

Rewards, stats, squad-up

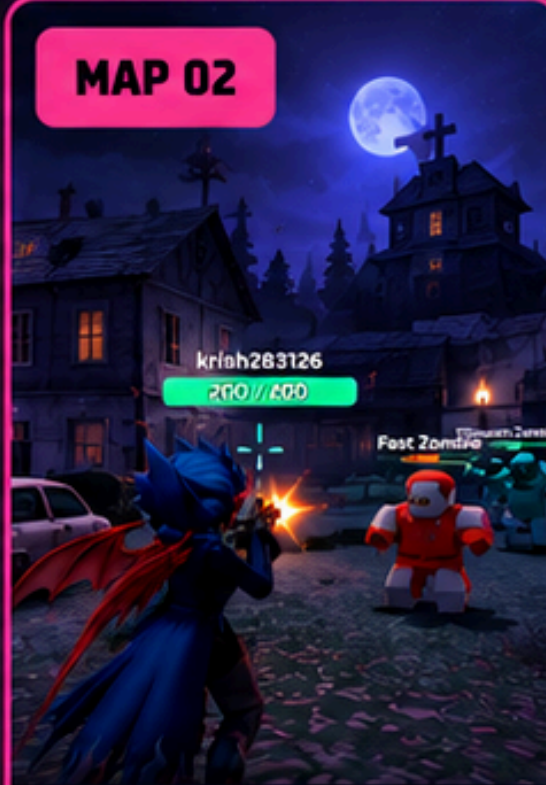
MAP 01



JUNGLE

Close-range ambushes

MAP 02



HAUNTED HOUSE

Tight, high-tension halls

MAP 03



ARMY JUNGLE

Open squad firefights

SCALED TO YOUR SQUAD

SURVIVE ALL 4 WAVES TO WIN

WAVE 1

WAVE 2

WAVE 3

WAVE 4



5 lives per player — lose them all and you're out; your squad fights on.

MATCH STARTING IN...

SURVIVAL: Stick with your team to survive waves!

3s

PLAYERS ARE READY

krish283126	READY
Searching for Player...	WAITING
Searching for Player...	WAITING
Searching for Player...	WAITING

ZOMBIES PER MATCH



SOLO • 1



DUO • 2



SQUAD • 5



WAR • 10



Bharat ka Safar

Drive
Explore
Discover

A physics-driven hill-climb racer set across the roads, dunes, ghats and bazaars of India.



GENRE

Physics hill-climb racer



SESSION

60–120 seconds a run



PLATFORM

Android & iOS

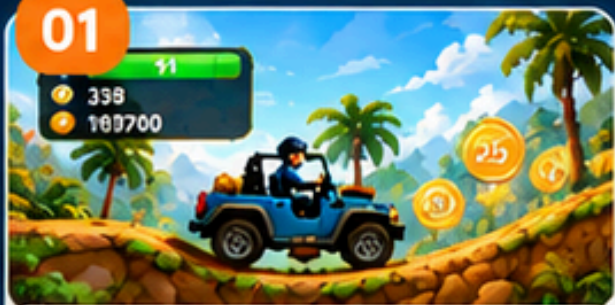


BUILD

Playable vertical slice

CORE GAMEPLAY LOOP

01



Drive the route

Throttle and brake over ghats, dunes and flooded lanes.

02



Collect & survive

Fuel cans and coins decide how far a run goes.

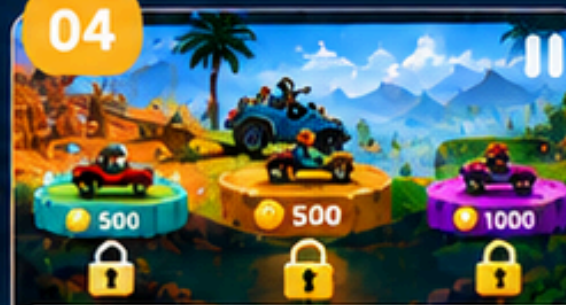
03



Clear missions

Daily and route goals give every run a purpose.

04



Upgrade & unlock

Engine, tyres, suspension — then the next region.

EXPLORE INDIA

EVERY ROAD TELLS A STORY



JUNGLES



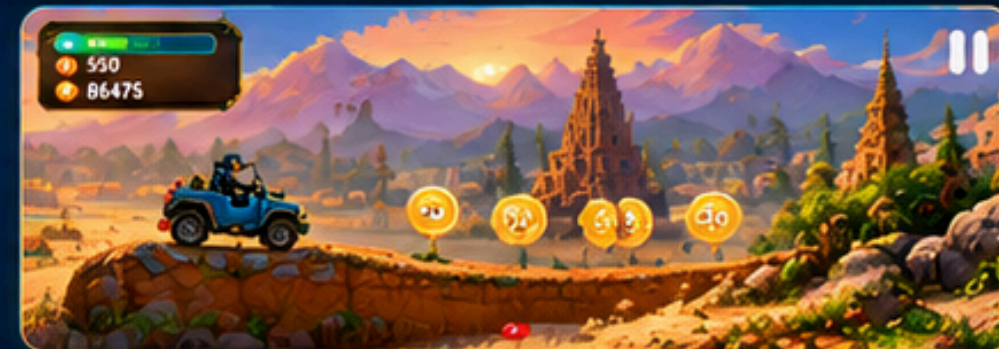
CITIES



VILLAGES

A FAMILIAR GENRE IN AN UNFAMILIAR WORLD

The controls are two pedals and the learning curve is zero. Everything new sits in the world — the vehicles players grow up around and the obstacles only India has.



01

REGIONS & TERRAINS

Eight regions, eight driving problems.

Different terrains. Real challenges. One incredible journey India.

AT LAUNCH (4 REGIONS)



Rajasthan

Loose dune sand,
low traction



Kerala

Backwater bridges
and wet mud



Punjab

Field tracks and
canal jumps



Uttar Pradesh

Crowded GT Road,
carts and cattle

IN THE UPDATE PIPELINE (4 REGIONS)



Himachal



Varanasi



Meghalaya



Ladakh

02

MISSIONS & ENGAGEMENT

Missions give every run a reason.

Drive across India, complete meaningful missions,
and unlock new places, vehicles and experiences.



Daily

Three rotating tasks,
reset at 5:30 AM IST



Route

Distance, fuel and
no-flip challenges
per region



Festival

Timed events for
Diwali, Holi, Onam
and Pongal



Career

Long-arc goals that
gate the next vehicle



7.4

runs per session with missions on,
against 4.1 without.
60 internal testers.

Our Work

Turning student passion into real games and real opportunities.



Multiple
Colleges



Talented
Students



Hands-on
Mentorship



Games for
the Real World

01



College Engagement

We connect with students across colleges who are passionate about games and creativity.

02



Learning & Skill Building

Students learn game development through structured guidance, tools, and hands-on practice.

03



Mentorship & Collaboration

Our team mentors student teams, helps them solve challenges and turn their ideas into playable games.

04



Game Development

Students work in teams to design, build and test their own games with real-world development experience.

05



Games to Players

The best games are further polished, published and shared with players everywhere.



Games Created by Our Students

Different ideas.
Diverse worlds.
Real games.



Conveyor Chef

Cook • Manage • Grow



Zombie Shootout

Survive • Strategize • Improve



Bharat ka Safar

Explore • Discover • Learn

GO Education Fund Ask

Fueling student creativity to build and launch original games.



Student
Talent



Original
Ideas



Playable
Games



Real-world
Opportunities

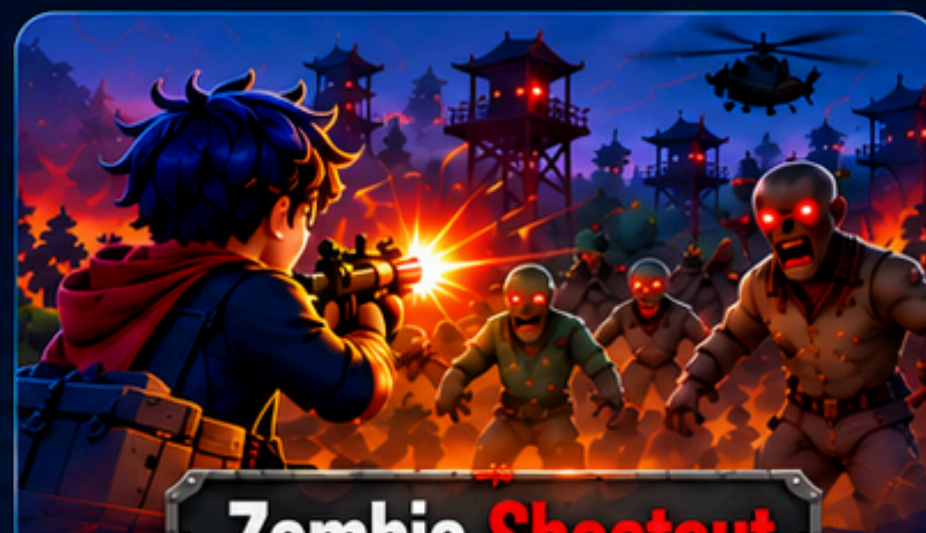


Conveyor Chef

Cook • Manage • Grow

\$50,000

Game Development & Launch



Zombie Shootout

Survive • Strategize • Improve

\$15,000

Game Development & Launch



Bharat ka Safar

Explore • Discover • Learn

\$35,000

Game Development & Launch

Total Fund Ask

\$100,000

To develop and launch
three student-led games.

Use of Funds (Per Game – \$25,000)



Development
40%

Programming,
Art, Assets, Design



Tools &
Infrastructure
20%

Software, Devices,
Cloud Services



Testing &
Launch
20%

QA, Store Release,
Optimization



Student Support
& Operations
10%

Mentorship, Events,
Workshops



Marketing
& Community
10%

Trailers, Creators,
Player Outreach

Expected Outcomes



3 Student-led
Game Launches



Hands-on
Industry Experience



Stronger
Student Portfolio



Pathway to
Future Opportunities