

GO ACTIONS STUDIO

Indian roots. Global ambition.

A PC-focused games division of GauravGo

IGDC | INVESTOR & PUBLISHER CONNECT



NARCOS INDIA

FIRST-PERSON SHOOTER



LEGENDS OF JAMADAGNYA

ACTION RPG



DRONE TOGETHER

DRONE CO-OP

THREE DISTINCT WORLDS. ONE STUDIO.

LEGENDS OF JAMADAGNYA

ACT I — THE FIRE OF REVENGE

A villager's loss.
A warrior's awakening.

When Rakshasas destroy his village and take his family,
Jamadagnya rises to confront the forces spreading Ravana's rule.



PEACEFUL BEGINNINGS



THE VILLAGE BURNS



FOREST OF TRIALS



TEMPLE OF ASCENSION

THREE COMBAT STYLES. ONE WARRIOR.



HAND-TO-HAND

Quick combos, heavy blows and a forward dash attack.



AXE COMBAT

Powerful swings, precision throws and dash-jump attacks.



BOW & ARROW

Quick shots, charged attacks and elemental arrows.

FIVE ELEMENTS —◆—



FIRE



WATER



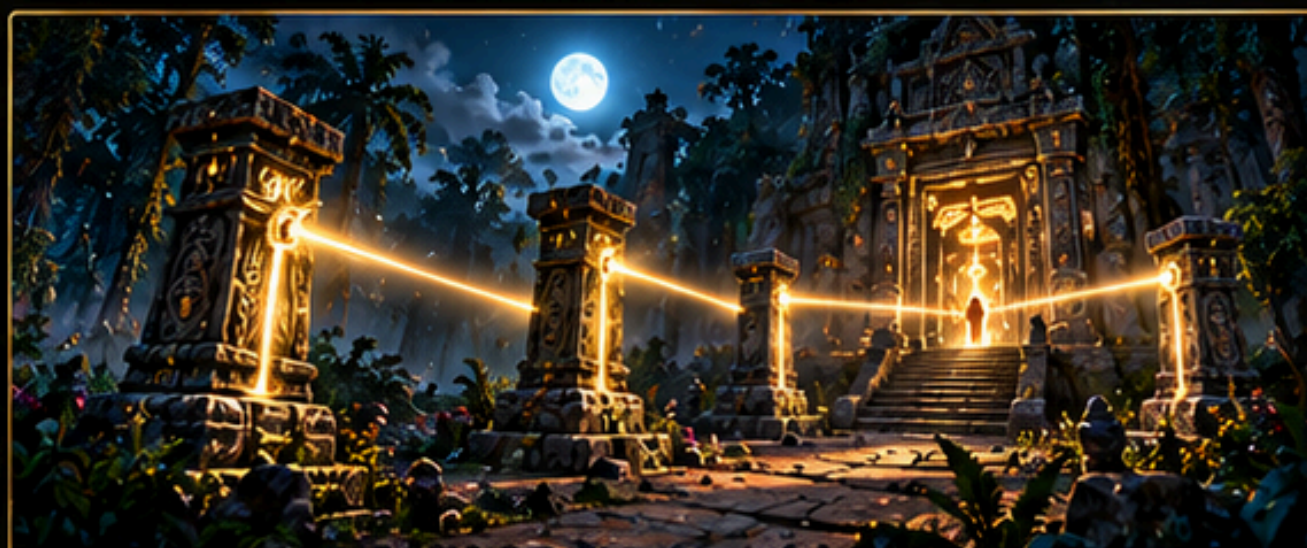
EARTH



WIND

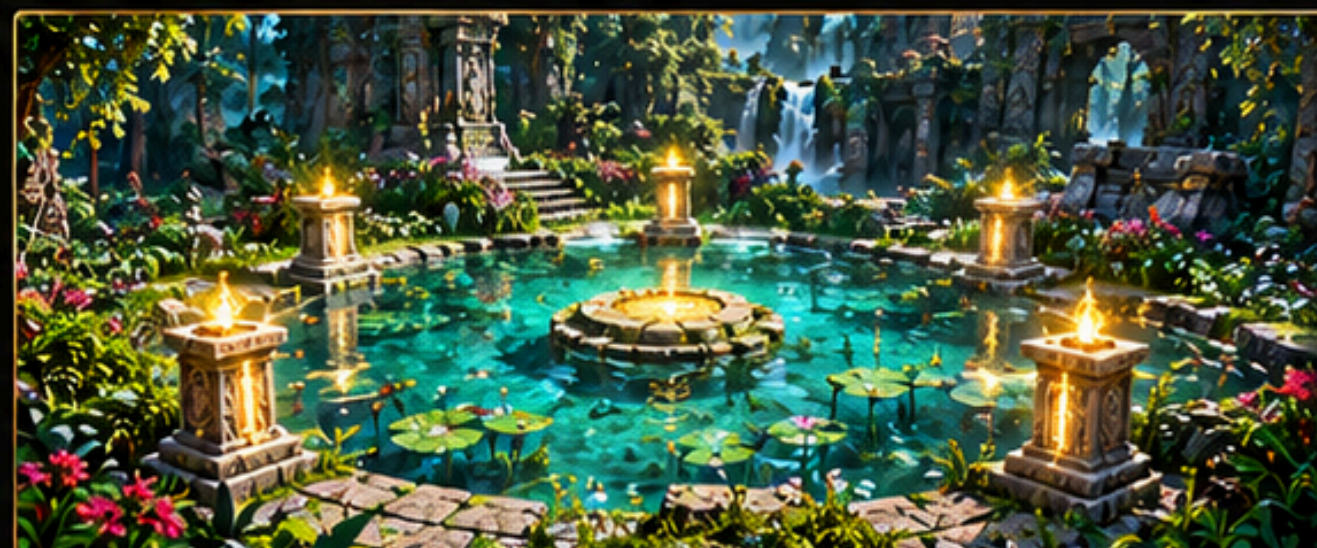


LIGHTNING



PILLAR PUZZLE

Reflect moonlight with pillars to unlock the temple.



POND PUZZLE

Collect five relics and place them around the pond to reveal an upgrade.

A FOCUSED FIRST CHAPTER. A LARGER LEGEND.

ACT I TARGET SCOPE —◆—



4 STORY LEVELS



2 CORE MAPS



~3 HOURS + CINEMATICS



MAP A — THE VILLAGE

One home, two states: peaceful beginnings and burning aftermath.



MAP B — FOREST & TEMPLE

Forest trials, ancient puzzles and a climactic temple confrontation.



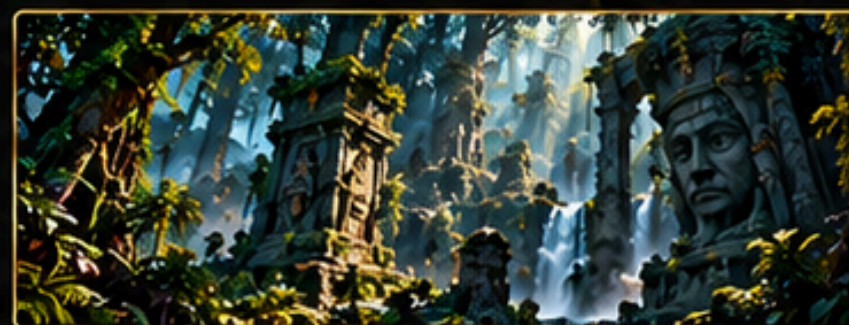
BEYOND ACT I

Act II potential: Lakshadweep, with Mahiravana as the next target.



VISUAL DIRECTION

Unreal Engine 5 with Lumen and Nanite.
Warm village tones shift into ash and elemental light.



STORY-LED EXPERIENCE

A focused campaign combining family stakes, third-person combat and ancient puzzles.

NARCOS INDIA

BULLETS & BLOOD

A brother lost.
A cartel empire to dismantle.

Play as Dilbagh Singh in a personal revenge mission that becomes a fight against a cartel network across India.

DILBAGH SINGH

PUNJAB

Flooded fields. Border routes.

ODISHA

Deep forests. Hidden camps.

MANIPUR

Hill country. The final front.

NARCOS INDIA

ON FOOT. UNDER FIRE.
DEEP IN INDIA.



ON-FOOT EXPLORATION

Advance through villages, forest trails and riverbank mission environments.



A LIVING WORLD

Wildlife, village life and NPC interactions give the setting character.



LOCAL VOICES

Hindi, Punjabi and Odia dialogue bring regional identity into the story.



EXPANSION POTENTIAL

Future regions and story chapters can build on the core campaign.

NARCOS INDIA

INFILTRATE. FIGHT. TAKE THEM DOWN.

A story-driven FPS built around intense battles and stealth approaches.



COMBAT CONCEPT



FIREARMS & MELEE

First-person gunfights and close-quarters combat.



STEALTH APPROACHES

Move through guarded camps before the battle begins.



DANGEROUS OPPONENTS

Armed patrols, watchtower snipers and cartel bosses.



STORY MISSIONS

Linear missions, NPC interactions and Indian-language dialogue.



CAMP INFILTRATION

Approach unseen. Strike with intent.



CONVOY ENCOUNTERS

Armed vehicles. High-pressure firefights.



CARTEL BOSS FIGHTS

Face the leaders behind the network.

DRONE TOGETHER

WORKING TITLE

**Two players. One screen.
Two drones in the same sky.**

A proposed couch co-op adventure where each player pilots a drone and teamwork drives the activity.

LOCAL CO-OP | TWO CONTROLLERS | SHARED PLAY

ACTIVITY DIRECTIONS — UNDER EVALUATION



DELIVERY



SEARCH & RESCUE



RACING

ONE SCREEN. TWO PILOTS. **SHARED GOALS.**



INDEPENDENT PILOTS

Each player has their own controller, drone and camera.



COORDINATION MATTERS

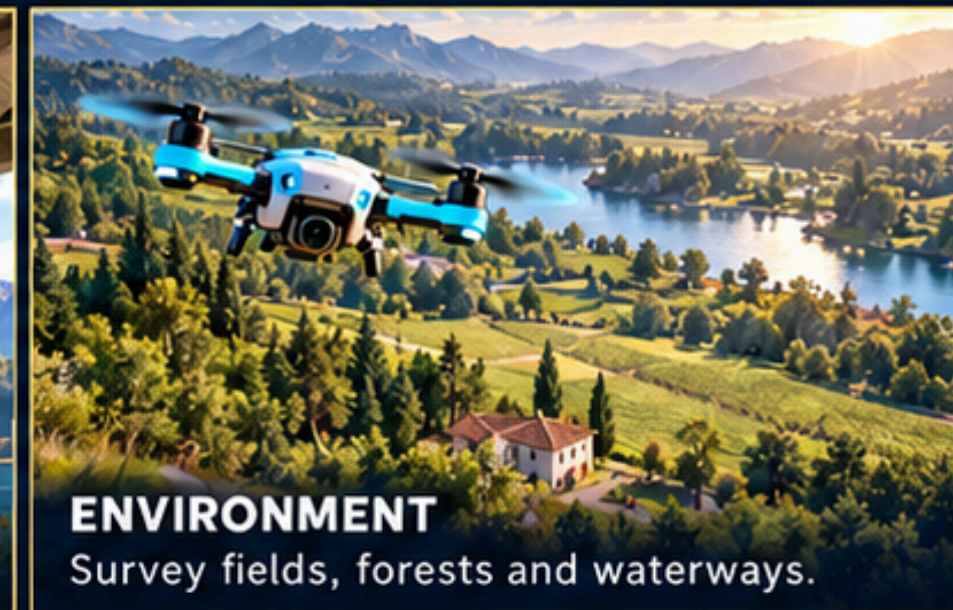
Talk, share observations and work toward a shared goal.



APPROACHABLE FLIGHT

Proposed assists help players learn together.

MORE ACTIVITY DIRECTIONS — UNDER EVALUATION



DRONE **TOGETHER**

COUCH CO-OP MEETS DRONE ADVENTURE

For family and friends, on PC & console.



PROPOSED **PLAYER APPEAL**



DIFFERENT DRONE **ROLES**

Handling, payload and battery trade-offs.



NATURAL **TEAMWORK**

One flies in; the other observes and coordinates.



APPROACHABLE **CONTROLS**

Proposed assists help mixed-skill pairs play together.



REPLAY **TO IMPROVE**

Repeat activities to refine flight and teamwork.

MARKET **COMPARISON**

TITLE	MAIN EXPERIENCE	LOCAL CO-OP
It Takes Two	Two-player story adventure	Yes
Overcooked! 2	Shared-task cooking	Yes
Liftoff: FPV Drone Racing	FPV racing / simulation	Not listed

Drone Together	Civilian drone activities	2-player planned
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Sources: official Steam listings, checked 10 Oct 2026.



OUR PROPOSED **POSITIONING**

Approachable local co-op + varied civilian drone activities.



EXISTING **FLIGHT FOUNDATION**

Unreal UAV simulation experience in flight, terrain and cameras. Consumer co-op systems remain to build.

CHOOSE YOUR NEXT GAME.

Fund one title or select multiple games. Each budget stands independently.



NARCOS INDIA

US\$75,000

PROPOSED BUDGET — US\$

Development (60%)	45,000
Art & assets (20%)	15,000
QA & optimisation (10%)	7,500
Publishing prep (10%)	7,500

MARKET COMPARISON

Far Cry	FPS / stealth
Project I.G.I.	Tactical infiltration

OUR POSITION

On-foot Indian cartel story with a linear campaign.



LEGENDS OF JAMADAGNYA

US\$100,000

PROPOSED BUDGET — US\$

Development (60%)	60,000
Art & assets (20%)	20,000
QA & optimisation (10%)	10,000
Publishing prep (10%)	10,000

MARKET COMPARISON

God of War	Mythic axe combat
Ghost of Tsushima	Samurai melee / bow

OUR POSITION

An Indian mythic hero, elemental combat and a focused Act I.

Market references: genre and audience positioning.



DRONE TOGETHER

US\$75,000

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MARKET COMPARISON

Overcooked! 2	Shared-task co-op
Liftoff: FPV Drone Racing	FPV racing / sim

OUR PROPOSED POSITION

Two-player couch co-op with varied civilian drone activities.

THE TEAM



Sriman Rabisankar
WARRIOR
CBO & Product Lead



Korou Thokchom
MAGICIAN
Combat Developer & Animator



Ritaban Chaudhuri
SHARPSHOOTER
Physics & Gameplay Developer



Srikant Majhi
GHOST
Logic & UI Developer



Prakash Prabeer
ARTIST
Map & Assets Designer