



Our Mission:

Bring natural-language conversations to single-player games, and thereby create new kinds of interactive experiences that aren't possible with any other interface.

Dog Street Studios — Introduction Deck
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Introduction

Dog Street Studios is a game studio based in Ontario, Canada. We have developed a proprietary **character simulation engine**, designed to enable free-form natural-language interactions with NPCs using voice or text input.

Our system doesn't rely on LLMs or generative AI. Instead, we've developed ground-breaking symbolic AI (a.k.a. "good old-fashioned AI") approaches. The engine runs entirely on the player's own machine with low latency and no dependencies on cloud APIs or other network services.

Most importantly, our engine gives developers detailed creative control, with the power to craft NPCs and interactions right down to specific word choices.

Technology developed in a vacuum is seldom successful. For that reason, we have developed our engine in parallel with prototyping of the first game that uses it, our flagship title *West of Jupiter*.

WEST OF JUPITER

Time to speak for yourself, Bounty Hunter.

West of Jupiter is a premium single-player space simulation for PC and console. You are a **Bounty Hunter** in a space western universe, inspired by *Starcraft*, *Firefly* and *The Mandalorian*. Newly arrived on the Galactic Frontier, you must talk, fight, explore and trade to survive and thrive amidst an eclectic cast of space-alien denizens and factions.

Conversations with NPCs drive the overall game loop, which also includes combat, exploration, and ship-based progression. There are no canned RPG-style quests - the player makes their own strategic decisions. Gameplay inspirations include **Star Control II**, **Sid Meier's Pirates!** and **FTL: Faster Than Light**.

The Conversation Experience



Demo Screenshot. The player's utterance (voice input) is in white; the NPC's response is in yellow, as well as voiced audibly in alien language (à la "Jabba the Hutt").

In *West of Jupiter*, the player has face-to-face conversations with a variety of alien interlocutors seen from an immersive first-person perspective. The player can pursue various goals in conversations, including information gathering, trading, and simple socialization (relationship management is an important part of the game).

To speak, the player simply holds down a key to activate their mic. The NPC responds with virtually no delay, even on low-end hardware. Both player and NPC utterances are subtitled.

A New Design Frontier

Allowing players to speak for themselves opens up a rich possibility space of player utterances, which has major game design implications, not just technological challenges. Here's a sampling of the design questions we're answering:

- A traditional RPG might have hundreds of unique hand-written conversations. How can we boil things down to a small set of systemic conversational mechanics that create an open-ended decision space for the player from which a wide variety of unique conversations can emerge?

West of Jupiter uses the concept of **trading** to unify a wide range of conversational interactions. Tradables include not only money and equipment, but information, political access, and the completion of **tasks** (completely replacing a traditional quest system). Gifts, demands, and threats are also modeled as trades (of something for nothing).

A New Design Frontier

- If the player can say anything, but nothing they say matters, then the natural-language interface is just a gimmick. We're making *West of Jupiter* a *simulation* so that NPCs and the overall narrative can dynamically respond, meaningfully and specifically, to the player's conversational choices, whatever they might be.
- We are asking the player to write their own dialog on the fly, which means their dialog will often be (sad to say) flat and boring. We're learning how to craft NPC responses to make the player shine in spite of this, so they feel like the star of a cinematic action-adventure.



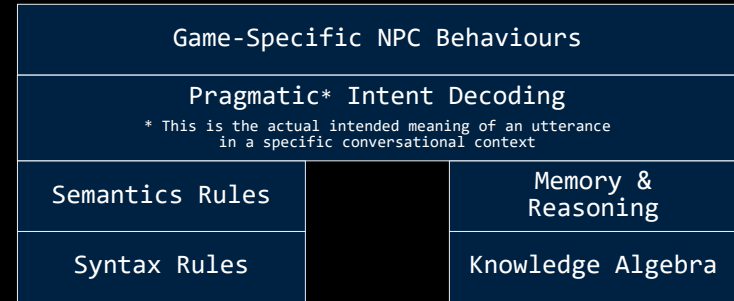
Our Technology

Our character simulation engine has two core pillars – language processing and knowledge tracking. It is built on detailed rules-based modeling of natural-language syntax and semantics.

No training is involved, and thus we are not exposed to legal concerns around copyright, or the growing AI regulatory regime aimed at generative models. Because our system is deterministic, there is no risk of unexpected offensive or game-inappropriate output.

Beyond *West of Jupiter*, we expect to license our character simulation engine as a middleware product for use by other developers. We have filed for provisional patents on aspects of our technology.

Engine Architecture (simplified)



Language Pillar

Knowledge Pillar

Status & Plans

Our current focus is completing the *West of Jupiter* prototype with all the game's core systems, while continuing to refine our character simulation technology. We are also building awareness and community in a slow-burn fashion.

If we remain on this track, once we have a complete prototype and greater visibility into production costs and scheduling, we will explore a wide range of project-based funding options for *West of Jupiter* in earnest, including publisher funding, government grants, and crowdfunding.

However, as an alternative track, we are open to exploring a range of potential strategic partnerships. Dog Street Studios is ready to introduce players to a kind of gameplay interaction they've never experienced before — a rare chance. We would be thrilled to work with a partner who shares our excitement about this opportunity and is well-positioned to help us deliver on our mission.



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