Going West Information Sheet

A co-op survival road trip game



Developer: SAS Studio / SHOMOKH AL SAQER DMCC, UAE

Genre: Co-op survival / vehicle adventure

Players: Solo or up to four players in online co-op

Planned platforms: PC (Steam) and PlayStation 5

Engine: Unreal Engine

Status: In development

Release date and price: To be announced

About Going West

Going West is a co-op survival road trip built around the vehicle you bring back to life. Starting at an abandoned garage, explore roadside locations for parts, fuel, and supplies. Fit components, refuel, clean, and repaint your ride before pushing farther west. Play solo or with up to four players online, sharing the driving, repairs, scavenging, and defence against the infected.

Gameplay and Studio

The game loop

1. Scavenge: Search roadside stops for parts and supplies.

2. Rebuild: Install parts, refuel, and prepare the vehicle.

3. Drive: Push farther west and choose the next stop.

4. Survive: Fight or escape, then keep what you salvaged.

Current build features

Hands-on vehicle assembly, fuel and coolant, cleaning, and repainting. Four drivable vehicles and a towable RV, with modular parts and custom vehicle physics.

Solo and online co-op. Firearms, melee combat, and mounted weapons. Roadside locations include the starting garage, Ray's Junkyard, a farm, and a mining cave.

About SAS Studio

SAS is a startup game studio based in the United Arab Emirates, developing its first commercial release. Co-founders Sajjad Obayes and Mohammed Ibrahim work with a small remote group of freelance artists and collaborators across Iraq, Indonesia, and Nigeria.

Media and contact

SAS Studio website and gameplay

Press contact: sajjad@shomokh-al-saqer.com

The kit includes early-build screenshots and a 4 minute 29 second gameplay video. It is not a launch trailer. Features, visuals, and platform plans may change during development. Contact the studio for preview or review access and build-specific information.