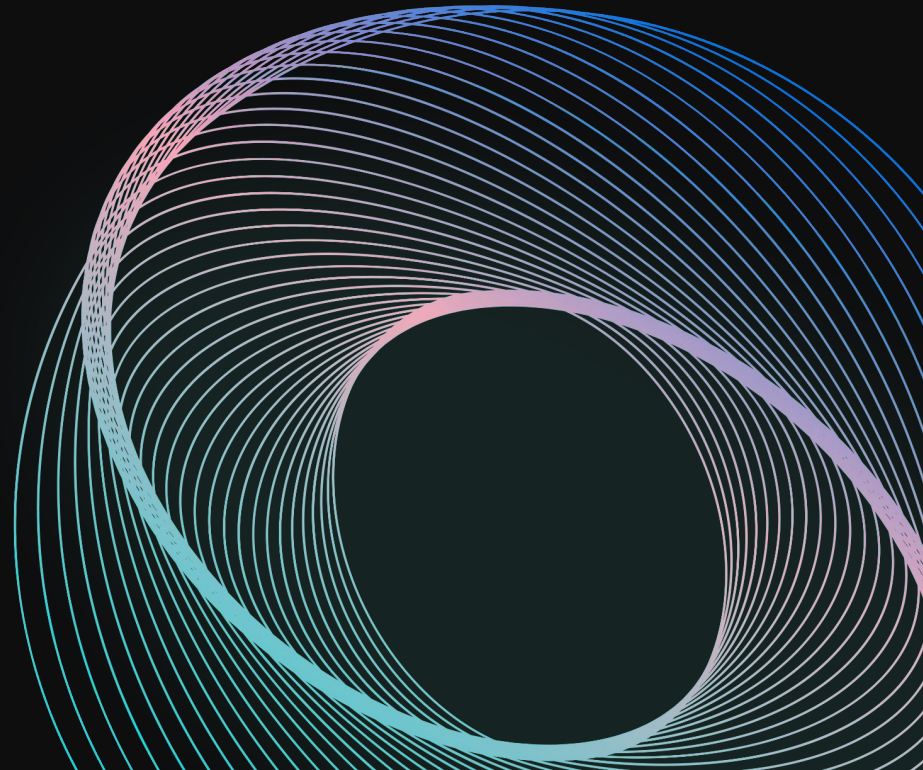


STUDIO *INTRODUCTION*



INTRODUCTION

As a global video game studio, Eventyr specializes in both full-cycle and co-development services finely tuned for mobile platforms. We tailor our experience to the Casual market, delivering top-notch games that redefine entertainment.

200+

Dedicated IT specialists

100+

Successfully completed gaming projects

39

Acquisition of infrastructure of 39 offices in 17 countries

2022

Member of the Sigma Software Group

Top 10

Blockchain companies 2022 in Ukraine

Top

AR/VR Development Companies in Eastern Europe according to Clutch

#2

Top Gaming Company on Clutch 2023

HOW WE CAN ASSIST

Make a difference in the quality of your solution with our variety of services.

CO-DEVELOPMENT

We seamlessly integrate with your team, becoming an extension of your creative force. Our role is to supercharge your project with additional technical muscle and specialized game development expertise. Whether it's bolstering engineering, enhancing game design, or refining QA processes, we're here to accelerate your path to a triumphant game launch.

FULL-CYCLE DEVELOPMENT

Eventyr ensures perfection at every stage of game development A-Z: art, game design, coding, animation, game testing – leading to a flawless product launch that aligns seamlessly with your business goals

ART SERVICES

PORTING

LIVE OPS

frontend



Unity



Unreal Engine

primary platforms



iOS



Android



Oculus

backend



PlayFab



photon



node



other platforms



Web



Microsoft Windows

macOS

Apple Vision Pro

WHY CHOOSE EVENTYR

OUR MISSION IS TO CARRY SUPERIOR DELIVERY FOR YOUR NEXT GAME-CHANGER

EXCEPTIONAL MANAGEMENT AND DELIVERY

Zero failed
projects or deadlines



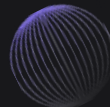
CUTTING-EDGE TECHNOLOGIES

Shaping tomorrow with
Generative AI, Apple Vision
Pro, and beyond



QUALITY OF A BIG COMPANY

And drive of a young
one



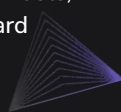
INSTANT PROJECT KICKOFF

2 weeks on average to start the
pre-production



SKILLED FULL-CYCLE TEAM

Producers, Designers, Artists,
Developers - all on board



PROACTIVE APPROACH

Beyond coding duties, we
co-create with client,
maximizing the potential
of each project



MEMBER OF SIGMA GROUP

WE ARE A MEMBER OF SIGMA SOFTWARE GROUP

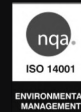
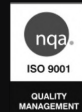


Since January 2022, our company became part of the Sigma Software Group.

This merger strengthened our team and allowed us to grow and improve in the market, opening new business directions and new opportunities.

Sigma AB is a Swedish IT consulting company with more than 10,000 employees in 17 countries.

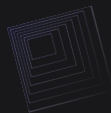
Being a part of this group, we provide our customers with exceptional quality and leverage to group's knowledge base gathered during almost 40 years on the market.



WE HAVE EXPERIENCE WITH

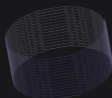
CASUAL GAMES

- Logic puzzle games
- Classic puzzle games
- Match-3 puzzles
- Hidden object games (HOPA)
- Rhythm games
- Endless runners



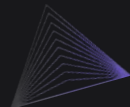
MIDCORE GAMES

- RPG / MMORPG Games
- Sport simulation Games
- Strategies
- Arcades
- Fighting
- Action / Shooters Games
- Resource/time management games
- CCG (Collectible card games)
- Fashion Games



WEB3 GAMES

- P2E Games
- NFT Collectible Games
- Metaverses
- Projects Gamification
- Game Tokenomics



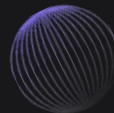
AR/VR GAMES

- Augmented Reality (AR) Games
- Extended Reality (XR) Games
- Virtual Reality (VR) Games
- Games for Apple Vision Pro



GAMIFICATION OF BUSINESS

- Gamification of Education
- Carbon Credits Gamification
- Gamified Shopping
- Banking Gamification



OUR WORKFLOW

PLANNING

Defining the game concept
 Creating the vision statement
 Identifying the target audience
 Outlining the scope of the project
 Establishing a budget and timeline

1

PRE-PRODUCTION

Fleshing out the game design
 Creating the storyline (if needed)
 Designing characters and UI
 Mapping out the game mechanics

2

PRODUCTION

Creating the game's assets
 Programming the game mechanics
 Designing the levels
 Creating sound effects, music
 and visual effects

3

TESTING

Identify and fix any bugs
 Collect feedback from testers
 Code Freeze

4

PRE-LAUNCH

Creating marketing materials
 Developing a launch plan
 Setting up distribution
 channels
 Conducting
 beta testing

5

LAUNCH

Promoting the game
 Managing player feedback
 Analyzing the game metrics
 Addressing any issues
 that arise

6

POST-LAUNCH

Monitoring player feedback
 Addressing bugs and issues
 Releasing patches, DLCs,
 updates and ADD-ons
 Managing the game
 community

7



EVENTYR TEAM

OUR LEADERSHIP TEAM

Eventyr Interactive believes in direct communication, so feel free to reach out to our managers with any inquiries.



DANIEL SLUPSKIY

Co-founder, CEO



OLEG VOYTENKO

Co-founder, COO



KYRYL VOIKIN

CBDO, Gaming



OUR TEAM



YULYA KRIVSUN

Executive Producer



OLEKSANDR OBUSHENKO

Lead Game Designer



PAVEL BORISENKO

Head of Game Development



VLADISLAV ZAGORULKO

Lead Artist



TIMUR AKMATOV

Lead UX/UI Designer



TARAS DIDENKO

Lead Quality Assurance



NATA KRIUKOVSKAIA

Head of HR & Recruitment



SLAVA MALCHENKO

Head of Marketing



ALINA KRUCHENIUK

Partnership manager

UNREAL ENGINE
TEAM

ABOUT THE TEAM

Expertise of our UE team covers all the important bases of gamedev: design, engineering, art, management, QA, cinematic and marketing art prod, etc.. Team worked on all sorts of different projects together: from co-dev preprod and liveops to full-scale production from scratch.

Platforms: WAP, Web, Mobile, PC, Gen7-9, Nintendo Switch, AR.

Engines: Unity, CryEngine, UE3-5, whole bunch of proprietary engines.

32

People

16

Seniours

14

Middles

2

Juniors

UE 4/5

Experts

PC/Gen9

Platforms

OUR PHILOSOPHY AND VALUES

GOAL AS A GUIDE AND COMMITMENT

Result is more important than the amount of work done.
At the stage of planning we commit to do certain tasks in a certain time and the goal should be achieved by any feasible means.



TRANSPARENCY

Every party involved in the project should have the same transparency as the internal team on demand.



AUTONOMY OF ADULTS

No or minimal babysitting and micro-management. Team management can fully count on all team members to fully complete their tasks mostly on their own.



VIBE IS A VERY IMPORTANT GLUE TO STITCH EVERYTHING TOGETHER

We are here to make new and interesting games for thousands of people and not to get lost in the relationships of few.



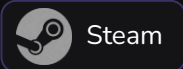
UNREAL ENGINE PROJECTS

MMORPG GAME IN CRIMINAL SETTING

CrimeCraft is a free-to-play persistent world next-gen shooter that puts players on modern day Earth in Sunrise City, a place where rival gangs and various other criminals battle for control.

Mechanically, the game is a mix between an online shooter and an RPG and thus heavily skewed toward PvP. Players join a gang and street fight their way up the ranks by eliminating the competition and earning a reputation.

PLATFORMS:



UNREAL ENGINE PROJECTS

1-3 PLAYER CO-OP RPG SHOOTER

OUTRIDERS is a 1-3 player co-op RPG shooter set in an original, dark and desperate sci-fi universe. As mankind bleeds out in the trenches of Enoch, you'll create your own Outrider and embark on a journey across the hostile planet.

Combining intense gunplay with violent powers and an arsenal of increasingly twisted weaponry and gear-sets, the game offers countless hours of gameplay.

PLATFORMS:



Epic Games Store



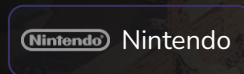
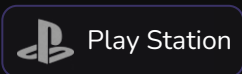
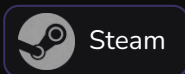
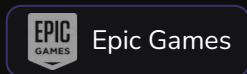
MOTORCYCLE RACING GAME

In **Trials Rising**, players will drive across famous locations like the Eiffel Tower and the Great Wall of China.

The campaign consists of more than 100 levels filled with action and adventure. There's an online multiplayer in which players can race with other players, or a local multiplayer where a friend will join you on the same bike.



PLATFORMS:



UNREAL ENGINE PROJECTS

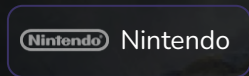
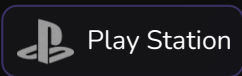
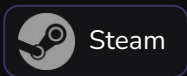
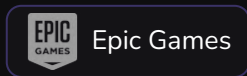
OPEN-WORLD ACTION PRG IN MAGIC SETTING

Hogwarts Legacy is an immersive, open-world action RPG. Now you can take control of the action and be at the center of your own adventure in the wizarding world.

Players will embark on a journey through familiar and new locations as they explore and discover magical beasts, customize their character and craft potions, master spell casting and upgrade talents.



PLATFORMS:



UNREAL ENGINE PROJECTS

CAR RACING GAME

In **Asphalt: Nitro**, players will take control of luxury licensed cars, such as the Ferrari or Lamborghini, in breathtaking racing environments.

Players can challenge opponents in 8 different game modes, including Gate Drift, Knockdown, and much more.

Players will race across some of the most gorgeous locations on Earth, each recreated with stunning graphics.



PLATFORMS:



iOS



Android

UNREAL ENGINE PROJECTS

BORDERLANDS 1 & 2 PORTING TO
NINTENDO SWITCH

In **Borderlands**, players can control one of four new vault hunters facing off against a massive new world of creatures, psychos and the evil mastermind, Handsome Jack.

Players can make new friends, arm them with a bazillion weapons and fight alongside them in 4 player co-op on a relentless quest for revenge and redemption across the undiscovered and unpredictable living planet.

PLATFORMS:

 Nintendo

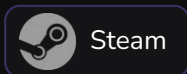
CINEMATIC FIGHTING GAME

Mortal Kombat X combines unparalleled, cinematic presentation with all new gameplay. This is one of the best games of the franchise.

For the first time, players can choose from multiple variations of each character impacting both strategy and fighting style.



PLATFORMS:



Steam



Play Station



Xbox

UNITY
TEAM

GAME DEVELOPMENT

WEB3 AUGMENTED REALITY GAME WITH TAMAGOTCHI MECHANICS

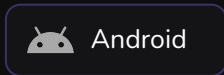
An augmented reality (AR) tamagotchi game where you take care of photorealistic animals. Users will be surprised of realistic appearance, behavior, voice and most importantly, feelings of a real wild animals.

TYPE OF SERVICE: *Full-Cycle Development*

SCOPE OF WORK:

- Game concept definition
- Project planning
- Game Design document preparing
- 3D assets creation
- 3D Animations development
- Game programming
- Testing and bug fixing
- Game launch

PLATFORMS:



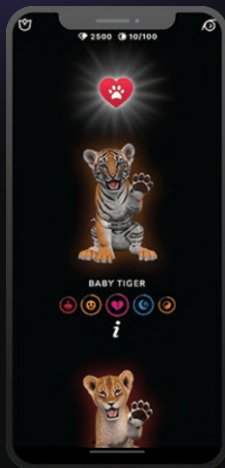
TECHNOLOGY:

Unity, ARKit / ARCore



PROJECT NAME: *ANIMAR*

WEB3 AUGMENTED REALITY GAME WITH TAMAGOTCHI MECHANICS



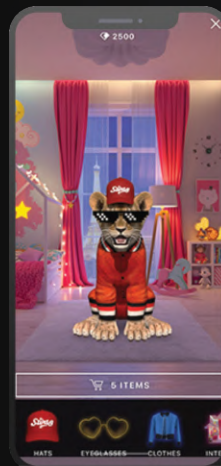
COLLECT WILD ANIMALS

Shelter one of the wild and realistic looking animals



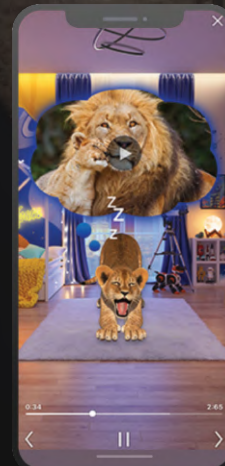
RAISE THEM

Take care about cub and raise it to adult animal by feeding, playing and doing various activities with it



DRESS THEM

Put on realistic looking clothes, hats and eyeglasses



WATCH

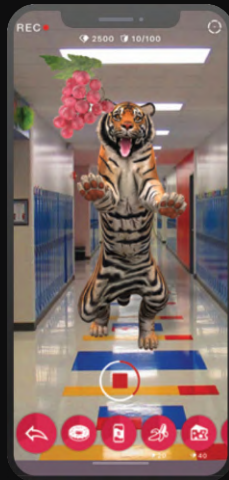
Discover the world through the animals dreams on a virtual video screen

WEB3 AUGMENTED REALITY GAME WITH TAMAGOTCHI MECHANICS



PLAY WITH IT

Boost their mood and keep them in shape by playing in sports games



CAPTURE

Take realistic looking photos and videos with animals in AR



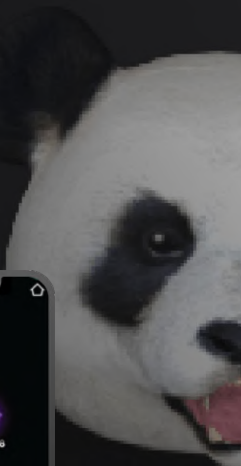
SHARE

Surprise your friends by sharing photos and videos via social networks



IMPROVE

Improve animal stats by taking care of it to unlock new activities, items, clothes



AR PLAYGROUND FOR MALL OF EMIRATES

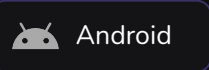
Gamified Augmented Reality (AR) application for the Mall of Emirates. Users can play numerous mini-games, complete quizzes and solve puzzles inside the shopping mall, using AR screen. Gamified features are connected with the shopping mall discounts and coupons system to ensure the visitors engagement into the shopping process.

TYPE OF SERVICE: *Co-development*

SCOPE OF WORK:

- Application concept definition
- Project planning
- Application design
- Level design (Gamification aspect)
- 3D Assets creation
- Application programming
- Testing & Bug Fixing
- Application Launch

PLATFORMS:



TECHNOLOGY: Unity, ARKit / ARCore



CLIENT NAME: *Majid Al Futaim*

GAME DEVELOPMENT

IMMERSIVE LOCATION-BASED AR MOBILE SHOOTER GAME WITH SPACE SETTING

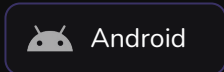
Mobile AR game with immersive battles against alien invaders. The game utilizes the real-time geopositioning to progress through the levels. Game provides a unique gaming experience for those who are interested in AR and an opportunity to try out it for free.

TYPE OF SERVICE: *Co-development*

SCOPE OF WORK:

- Game design document creation
- Project planning
- Game programming
- Combat and Economy balance calculations
- 3D Assets creation and integration
- Testing and bugfixing
- Game launch

PLATFORMS:



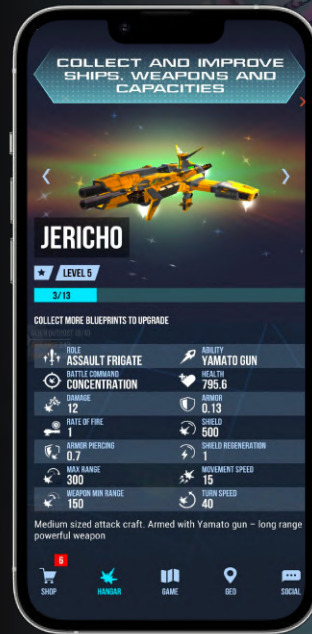
TECHNOLOGY: *Unity, ARKit / ARCore*



CLIENT NAME: *Blacksnow Games*

PROJECT NAME: *Black Snow AR: Alien Shooter*

IMMERSIVE LOCATION-BASED AR MOBILE SHOOTER GAME WITH SPACE SETTING



XR SOCIAL METAVERSE

A map-based Extended Reality (XR) metaverse for the real world, allows users to generate, modify, possess, exchange, and distribute XR maps, collaborate with others, and delve into the three-dimensional user-crafted realms.

TYPE OF SERVICE: *Co-development*

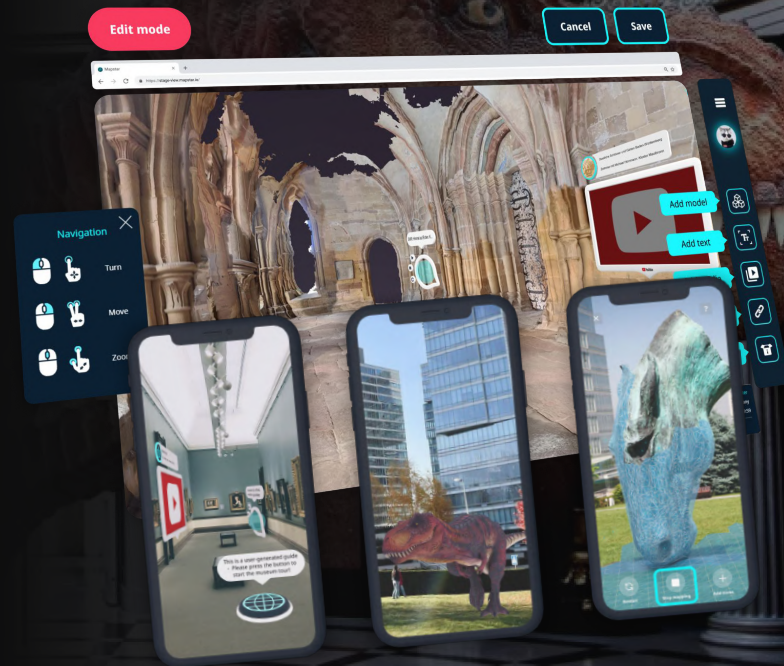
SCOPE OF WORK:

- Application concept creation
- Application design document creation
- Development of MVP version
- Augmented reality part implementation
- Back-end development

PLATFORMS:



TECHNOLOGY: Unity, ARFoundation, Node.js



PROJECT NAME: **MAPSTAR**

GAME DEVELOPMENT

P2E VR SHOOTER GAME IN TRON MOVIE STYLE

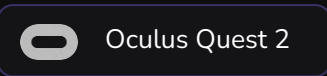
A Virtual Reality (VR) Play-to-Earn multiplayer shooter game that offers a really unique gaming experience. Players can compete in multiplayer matches and use 12 types of weapons for shooting. Teleport system is used for maneuver through the game area. Players are also able to customize their avatars through the NFT wearables.

TYPE OF SERVICE: *Full-Cycle Development*

SCOPE OF WORK:

- Game concept definition
- Project planning
- Game Design
- Tokenomics calculation
- NFT assets scope definition
- VR Shooting system creation
- Multiplayer combat balance calculation
- Game programming
- Blockchain part integration.

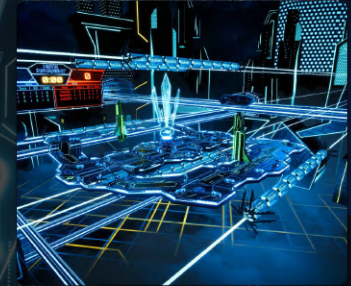
PLATFORMS:



CLIENT NAME:



TECHNOLOGY: Unity, OpenXR, Tron / BSC / Solana / Polygon / Avalanche (AVAX)



VIRTUAL LABS EDUCATIONAL PLATFORM

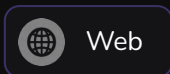
A platform that provides 3D virtual science experiments in educational field including biology, chemistry and other scientific subjects. The virtual application includes possibility to interact with different detailed science-related objects in pre-defined manner. An extendable application architecture ensures possibility to include all new and trending experiments into the App.

TYPE OF SERVICE: *Co-development*

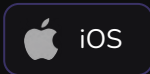
SCOPE OF WORK:

- Application concept definition
- Application programming
- Application design
- Testing & Bug Fixing
- 3D digital asset twins development

PLATFORMS:



Web



TECHNOLOGY: Unity, .NET

CLIENT NAME:  **UNDER NDA**



About Client: *World's leading provider of educational software for schools and universities. With the visionary aim to empower the next generation of scientists, has successfully raised over \$100 million from renowned investors.*

GAME DEVELOPMENT

FUTURISTIC VR GAME

A Virtual Reality (VR) puzzle quest game. Player needs to escape from the virtual analogue of quest room. The game combines a stunning VR graphics as well as tricky puzzles.

TYPE OF SERVICE: *Co-development*

SCOPE OF WORK:

- Game concept definition
- Project planning
- Game Design
- Level Design (Quest puzzles)
- 3D assets creation
- Game programming
- Testing & Bug Fixing
- Game Launch

PLATFORMS:



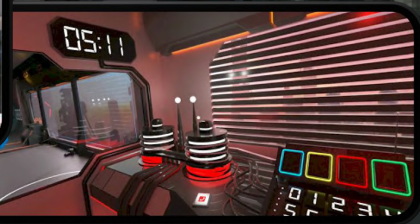
Oculus Quest 3



Google Cardboard

TECHNOLOGY:

Unity, OpenXR



CLIENT NAME:

**UNDER NDA**

GAME DEVELOPMENT

WEB3 MOBILE CLASH-ROYALE GAME

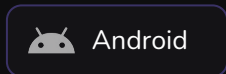
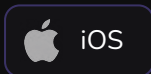
A mobile crypto-based clash-royale game with CCG elements and well-balanced real time combat system. Player forms his viking army from his Viking Cards and fight in 1-vs-1 PvP battles for the prizes.

TYPE OF SERVICE: *Co-development*

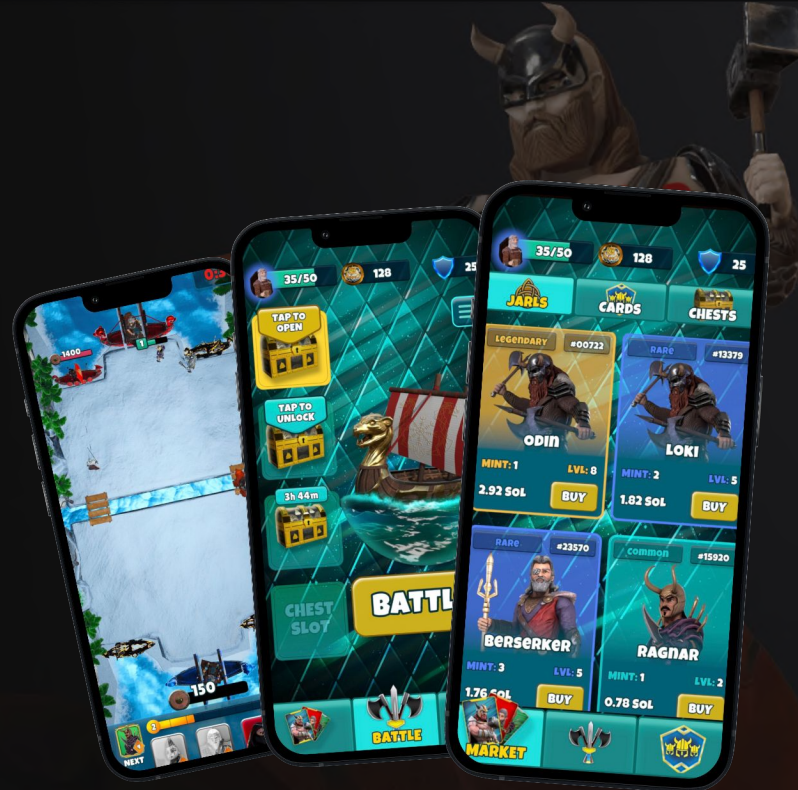
SCOPE OF WORK:

- Game concept creation
- Project planning
- Tokenomics calculation
- NFT assets scope definition
- Game design
- 3D assets creation
- Game programming
- Blockchain part integration
- Testing & Bug Fixing
- Game Launch

PLATFORMS:



TECHNOLOGY: Unity, RUST, Solana



CLIENT NAME: UNDER NDA

MOBILE MMORPG WITH WEB3 MECHANICS

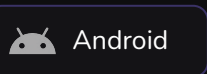
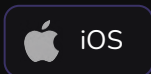
A real-time mobile MMORPG with non-linear game mechanics and PvP aspect. Players can select the character and fight with enemies and other players in order to continue the character progression. The game supports wide-range skill system as well as inventory and items system. In addition - the crafting system is also available for the players allowing to utilize the gathered resources.

TYPE OF SERVICE: *Co-development*

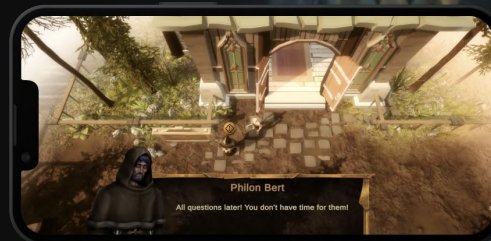
SCOPE OF WORK:

- Combat system balancing
- Skill system animations development
- Enemies animations development
- Crafting system balancing and development
- Level design
- Inventory system development

PLATFORMS:



TECHNOLOGY: Unity, Mirror, Playfab



CLIENT NAME: **UNDER NDA**

CASUAL PUZZLE GAME WITH BLOCK MERGE MECHANICS

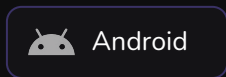
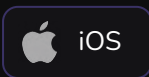
A solid combination of Sudoku and Tetris results into JustBlock puzzle game. JustBlock is easy, fun and addictive puzzle where players can both rest and train the brain by completing the levels. The main gameplay of the game assumes combining the blocks into the straight lines or squares to brake them and get more points.

TYPE OF SERVICE: *Full-Cycle Development*

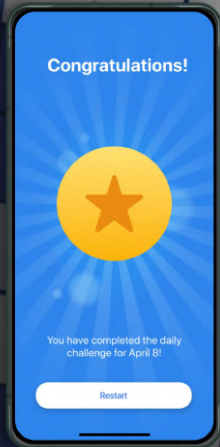
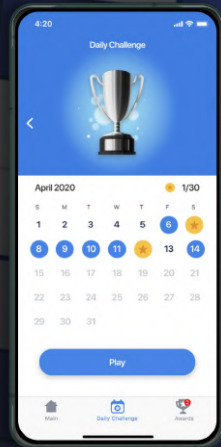
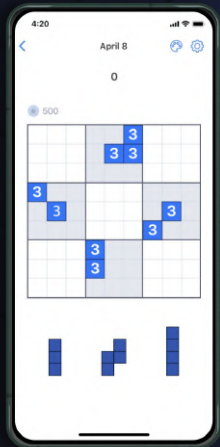
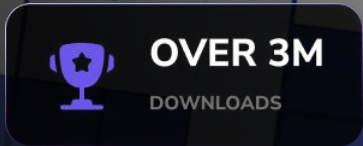
SCOPE OF WORK:

- Game concept creation
- Game design
- Level Design
- 2D Assets creation
- Game programming
- Testing & Bug fixing
- Soft-launch game metrics analysing and improvement
- Game global Launch
- LiveOps

PLATFORMS:



TECHNOLOGY: Unity



CLIENT NAME: *AAA Fun*

PROJECT NAME: *Just Blocks: Wood Block Puzzle*

CLASSIC SUDOKU PUZZLE GAME

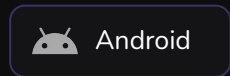
Another Sudoku variation with simple and intuitive User Interface. Main player objective in Sudoku is to fill in the field with numbers ensuring that there are no duplicates between the squares. The game includes core gameplay as well as daily challenges and player statistics.

TYPE OF SERVICE: *Full-Cycle Development*

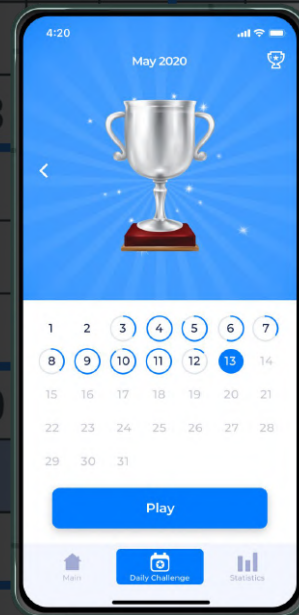
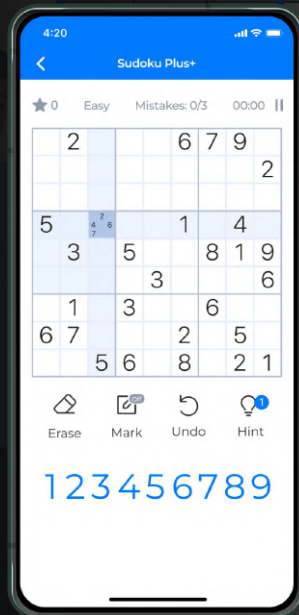
SCOPE OF WORK:

- Game concept creation
- Game design
- 2D Assets creation
- Game programming
- Testing & Bug Fixing
- Soft-launch game metrics analysing and improvement
- Game global Launch
- LiveOps

PLATFORMS:



TECHNOLOGY: **Unity**



CLIENT NAME: *Taki Games*

PROJECT NAME: *Sudoku Plus+*

GAME DEVELOPMENT

WORD SEARCH CASUAL PUZZLE GAME

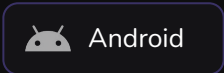
Simple but very addictive word puzzle game with wide target audience. Players need to combine the letters into the words. The more words they find - the more points they get. Simplistic and satisfying UI of the game enhances the experience.

TYPE OF SERVICE: *Co-development*


SCOPE OF WORK:

- Game concept creation
- Game design
- 2D Assets creation
- Game programming
- Testing & Bug Fixing
- Soft-launch game metrics analysing and improvement
- Game Launch

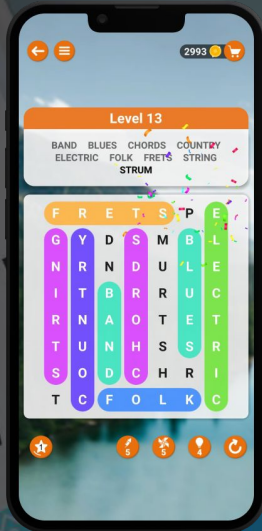
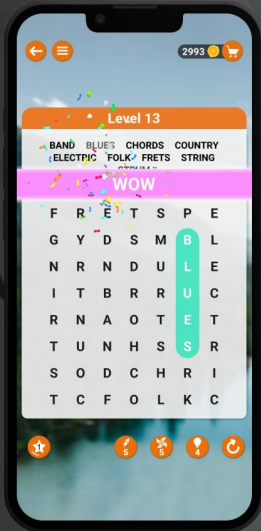
PLATFORMS:



TECHNOLOGY: *Unity, RUST, Solana*



OVER 1M
DOWNLOADS



CLIENT NAME: *AAA Fun*

PROJECT NAME: *Word Search - Word Puzzle Game*

CLASSIC NONOGRAM PUZZLE GAME

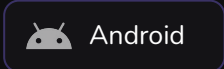
A classic experience of Nonogram, the world-known game with several additions like experience and ranking systems and fun phrases for each pic. The main gameplay assumes coloring the tiles by number clues in order to reveal the color picture that is hidden on the level.

TYPE OF SERVICE: *Full-Cycle Development*

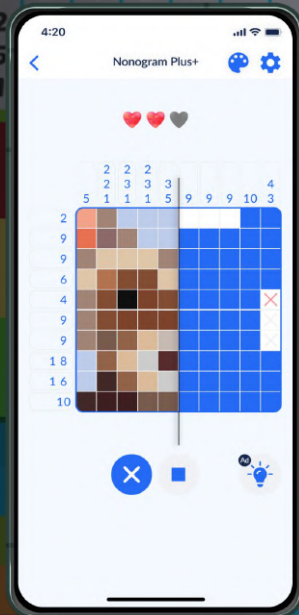
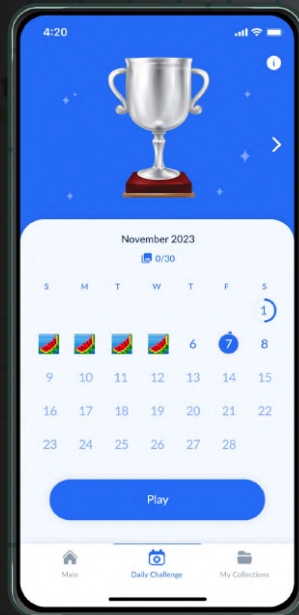
SCOPE OF WORK:

- Game concept creation
- Game design
- 2D Assets creation
- Game programming
- Testing & Bug Fixing
- Soft-launch game metrics analysing and improvement
- Game global Launch
- LiveOps

PLATFORMS:



TECHNOLOGY: **Unity**



CLIENT NAME: *Taki Games*

PROJECT NAME: *Nonogram Plus+*

GAME DEVELOPMENT

CLASSIC WORD MAKER PUZZLE GAME

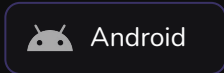
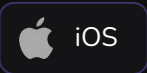
Word Maker is extremely addictive word puzzle game that can be played by a wide range of players of all ages and genders. The main gameplay is combining the letters into the words. The more words player finds - the more points they get. There is also educational element in the game which is represented in the Glossary and Secret words features. Simplistic and satisfying UI of the game enhances the experience.

TYPE OF SERVICE: *Full-Cycle Development*

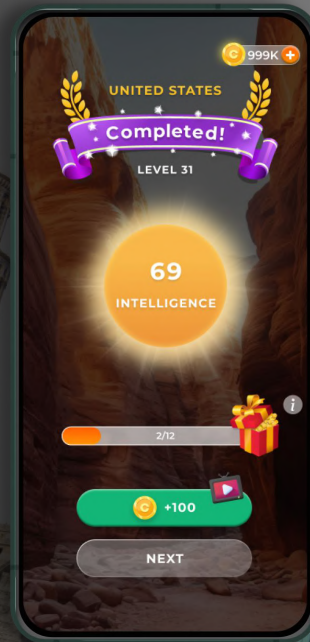
SCOPE OF WORK:

- Game concept creation
- Game design
- 2D Assets creation
- Game programming
- Testing & Bug Fixing
- Soft-launch game metrics analysing and improvement
- Game global Launch
- LiveOps

PLATFORMS:



TECHNOLOGY: **Unity**



CLIENT NAME: *Taki Games*

PROJECT NAME: *Word Maker: Puzzle Quest*

GAME DEVELOPMENT

MULTIPLAYER SOLITAIRE GAME WITH REAL CASH TOURNAMENTS

A classic Solitaire game wrapped into the multiplayer system. The main unique feature of the game is ability to compete for the real money prizes with other players

TYPE OF SERVICE: *Co-development*

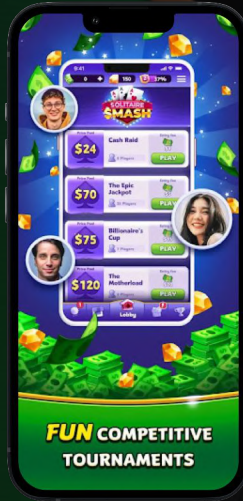
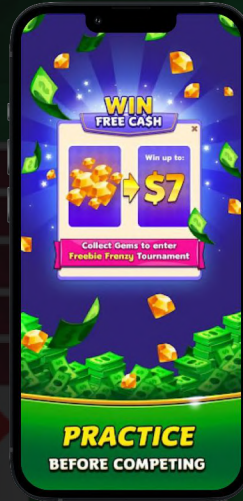
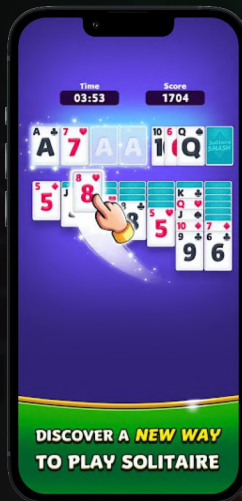
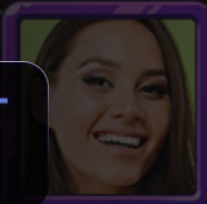
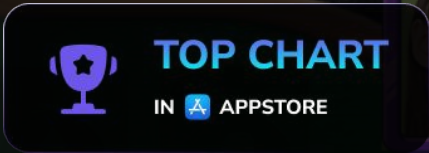
SCOPE OF WORK:

- 2D Assets creation
- Game programming
- Admin panel development
- Testing & Bug Fixing
- Soft-launch game metrics analysing and improvement
- Game global Launch
- LiveOps

PLATFORMS:



TECHNOLOGY: Unity, Photon



CLASSIC MAHJONG GAME

A digital version of the classic Chinese puzzle game precisely wrapped into the modern mobile interface. The game is very relaxing and addictive and has simple and intuitive User Interface. Main gameplay assumes combining of the tiles into different combinations to finish the level. The game also contain additional engagement features that ensure long-term player retention.

TYPE OF SERVICE: *Full-Cycle Development*

SCOPE OF WORK:

- Game concept creation
- Game design
- 2D Assets creation
- Game programming
- Testing & Bug Fixing
- Soft-launch game metrics analysing and improvement
- Game global Launch
- LiveOps

PLATFORMS:

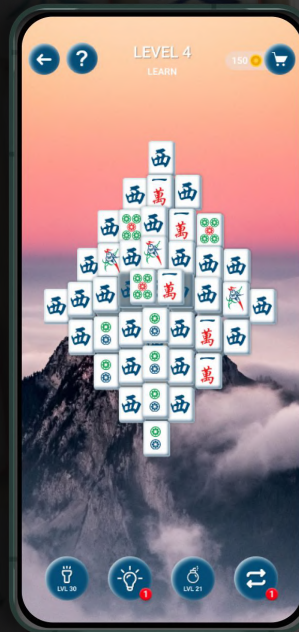


iOS



Android

TECHNOLOGY: Unity



CLIENT NAME: *AAA Fun*

PROJECT NAME: *Mahjong: Classic Solitaire*

GAME DEVELOPMENT

CLASSIC SOLITAIRE GAME

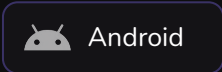
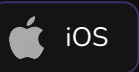
Classic Klondike Solitaire game with several unique features. Main player's goal is to sort the cards in the correct order to complete the level. Beyond the excellent visual style, the game holds additional engaging features like experience and ranks system, Journey gameplay mode and unique customization options.

TYPE OF SERVICE: *Full-Cycle Development*

SCOPE OF WORK:

- Game concept creation
- Game design
- 2D Assets creation
- Game programming
- Testing & Bug Fixing
- Soft-launch game metrics analysing and improvement
- Game global Launch
- LiveOps

PLATFORMS:



TECHNOLOGY: Unity



CLIENT NAME: *Taki Games*

PROJECT NAME: *Solitaire Plus+*

ADDICTIVE CASUAL ARCADE GAME

Extremely addictive casual arcade which tells the story of the small funny pig who is about to cause a stir! Preciously handcrafted levels hold player's attention and keep him engaged for a long time. Additional immersion is achieved via perfect combination of the sound and visual effects. As an icing on the cake, the immersive narrative helps the player to feel himself a part of the story.



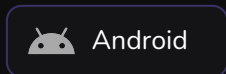
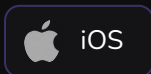
TYPE OF SERVICE: *Co-development*

SCOPE OF WORK:

- Concept definition
- Requirements documentation
- 2D assets & animation creation
- Level design
- Visual effects creation
- Narrative design
- Game programming
- Sounds and music creation
- Testing & Bugfixing



PLATFORMS:



TECHNOLOGY: Unity

CLIENT NAME:



UNDER NDA

GAME DEVELOPMENT

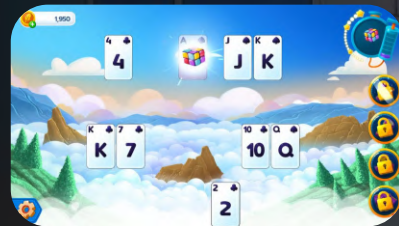
CASUAL TRIPEAKS SOLITAIRE WITH META MECHANICS

Simple and addictive, tripeaks solitaire is an imperishable classic.

First layer of the game is a high quality casual tripeaks solitaire with smooth and pleasant animations and visual effects. Each player's action is awarded with corresponding visual feedback.

The second layer of the game is meta mechanic of exploring and building your own towns.

Overall feelings from the game are fun, smooth and addictive.



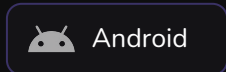
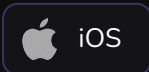
TYPE OF SERVICE: *Co-development*

SCOPE OF WORK:

- 2D Art creation
- 2D Animations creation
- Assets integration



PLATFORMS:



TECHNOLOGY:

Unity

CLIENT NAME:



UNDER NDA

GAME DEVELOPMENT

BLOCK PUZZLE GAME WITH PVP MECHANICS

Perfectly crafted block puzzle game with raiding PvP mechanic. Stunning graphics in combination with pleasant and smooth visual effects, results in dynamic gameplay which retains the player for a long period of time. Unusual combination of the casual block puzzle and ability to attack other players enhances player's motivation and creates a competitive spirit.

TYPE OF SERVICE: *Co-development*

SCOPE OF WORK:

- 2D Art creation
- 2D Animations creation
- Assets integration



PLATFORMS:



iOS



Android

TECHNOLOGY: Unity

CLIENT NAME:



UNDER NDA

GAME DEVELOPMENT

CARICATURE MOBILE MMORPG

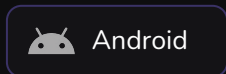
Mocking looking yet deep and complex mobile MMORPG. The game is a brave combination of caricature visual style and complex MMORPG mechanics. Over 400+ equipment items, challenging and balanced combat, questing system, resource gathering and building mechanics gives the game depth and complexity. A wide range of additional game mechanics like mini-games, mailing and trading, enhances the players to socialize and interact with each other.

TYPE OF SERVICE: *Co-development*

SCOPE OF WORK:

- 2D Art creation
- 2D Animations creation
- Assets integration
- Combat mechanics creation and balancing
- Items system balancing and integration
- Game programming

PLATFORMS:



TECHNOLOGY: Unity, Mirror, Playfab



CLIENT NAME: UNDER NDA

GAME DEVELOPMENT

MOBILE SOCIAL-CASINO SLOTS GAME

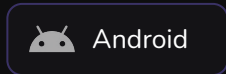
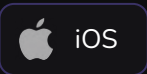
Premium classic vegas casino game wrapped into modern and pleasant UI. Preciously-balanced RNG system ensures best experience for all players.

TYPE OF SERVICE: *Full-Cycle Development*

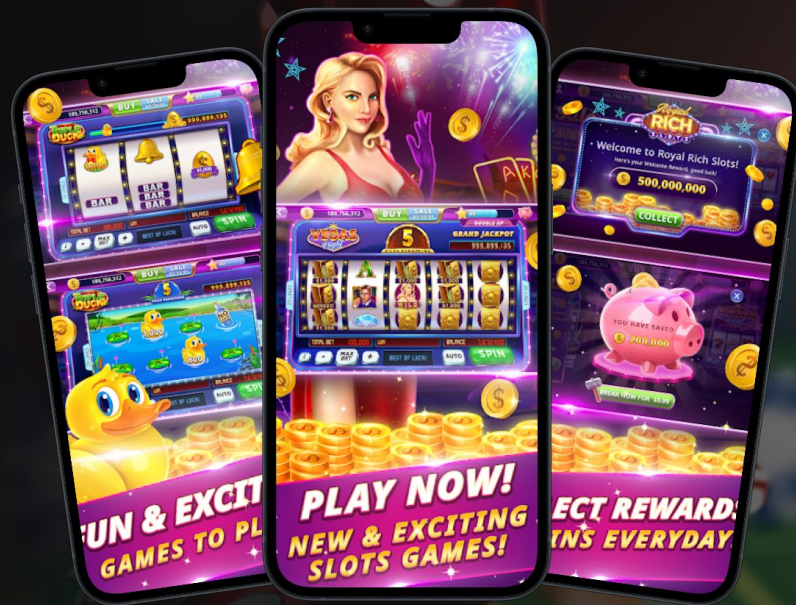
SCOPE OF WORK:

- RNG system creation
- Game Design
- 2D assets and animations creation
- Game programming
- Admin panel creation
- Soft-launch metrics analysing and improvement
- Game global Launch
- LiveOps.

PLATFORMS:



TECHNOLOGY: Unity, .NET



CLIENT NAME: UNDER NDA

CARTOONISH P2E GAME

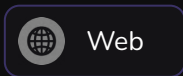
A multiplayer platform battler game with deep character customization functionality. The game combines a frame-based combat system with character stat system resulting in high skill-based combat.

TYPE OF SERVICE: *Full-Cycle Development*

SCOPE OF WORK:

- Game concept definition
- Project planning
- Game Design
- Combat system design
- Combat system balancing
- Tokenomics calculation
- NFT assets scope definition
- Game programming
- Blockchain part integration
- Testing & Bugfixing
- Game Launch

PLATFORMS:



Web

TECHNOLOGY: Unity, Node.js, Photon, WebGL, BNB Smart chain



CLIENT NAME: **UNDER NDA**

GAME DEVELOPMENT

3D VOXEL COLORING GAME

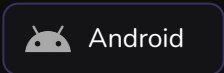
An Augmented Reality (AR) coloring game where player can color the 3D objects using color palette. The colored characters becomes "live" and have various animations and actions that can be observed in AR.

TYPE OF SERVICE: *Co-development*

SCOPE OF WORK:

- Game concept definition
- Project planning
- Game Design
- 3D assets creation
- 3D Animations creation
- Game programming
- Coloring system integration
- Testing & Bug Fixing
- Game Launch

PLATFORMS:



TECHNOLOGY: Unity, ARKit/ARCore



OVER 1 MILLION

DOWNLOADS IN APPSTORE & GOOGLE PLAY

GAME DEVELOPMENT

MATH EDUCATIONAL GAME FOR KIDS

A simple educational gamified app for children that utilizes the math formulas solving as the main gaming experience.

Simplistic and intuitive UI is made specifically for the target audience of the app.

TYPE OF SERVICE: *Co-development*

SCOPE OF WORK:

- Application concept definition
- Project planning
- Application design
- Level design
- Application programming
- Testing & Bug Fixing
- Application Launch.

PLATFORMS:



TECHNOLOGY: *SpriteKIT, Swift*



PROJECT NAME:

Gogomath

GAME DEVELOPMENT

WEB3 P2E RESOURCE-MANAGEMENT GAME

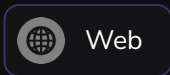
A WEB3 Play-2-Earn resource-management strategy game with player-driven economy. The game combines the classic resource-management mechanics with crafting system and looting system, ensuring engaging player experience. The tokenomics of the game is thoroughly calculated to represent it more as unique game mechanic that can be mastered.

TYPE OF SERVICE: *Full-Cycle Development*

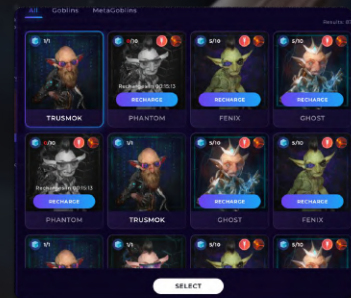
SCOPE OF WORK:

- Game concept definition
- Game Design
- Tokenomics calculation
- NFT assets scope definition
- Game global Launch
- 3D assets creation
- 3D Animations creation
- Game programming
- Testing & Bug Fixing

PLATFORMS:



TECHNOLOGY: Unity, WebGL, Node.js, Ethereum Mainnet, Zenject, Addressables



CLIENT NAME: *Metablaze*

PROJECT NAME: *Metaminez*

GAME DEVELOPMENT

PC SURVIVAL SHOOTER

First-person online zombie shooter game offers cutting-edge graphics, seamless multiplayer functionality, and strategic gameplay set in a post-apocalyptic world. Players scavenge for resources, fortify positions, and battle hordes of undead enemies. The game supports several over 20 different types of weapons each of which has unique and pleasant firing feeling.

TYPE OF SERVICE: *Co-development*

SCOPE OF WORK:

- 3D assets creation
- Level design
- Visual effects creation
- 3D Animations creation
- Game programming (assets integration)
- Testing & Bugfixing

PLATFORMS:



Windows

TECHNOLOGY: Unity, Autodesk Maya, ZBrush, Blender



CLIENT NAME:



UNDER NDA

KNIFE
110
MODE:A

GAME DEVELOPMENT

MMORPG GAME IN SPACE SETTING

Immersive and ambitious space-themed MMORPG that offers unique game mechanics including spaceship upgrades, nodes, PvP and PvE, crafting, exploration and more. Stunning visuals of the game allows to experience the calmness of the lonely deep space, making each player interactions really unique and thrilling.

TYPE OF SERVICE: *Co-development*

SCOPE OF WORK:

- 3D assets creation
- Level design
- Visual effects creation
- 3D Animations creation
- Game programming
- Testing & Bugfixing

PLATFORMS:



Windows

TECHNOLOGY: Unity, Autodesk Maya, Blender, Log4j, cron, AerospikeDB

CLIENT NAME:



UNDER NDA



GAME DEVELOPMENT

METaverse PROJECT WITH COPIES OF REAL CITIES

Platform facilitates diverse forms of player interaction, incorporating features such as chat, emojis, and seamless between-player interactions. Offering varied access tiers and a several built-in games, project stands apart from others by prioritizing a rich player experience.



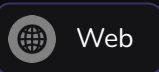
TYPE OF SERVICE: *Full-Cycle development*

SCOPE OF WORK:

- Concept definition
- Requirements documentation
- 3D assets creation
- Level design
- Visual effects creation
- 3D Animations creation
- Game programming
- Sounds and music creation
- Testing & Bugfixing



PLATFORMS:



Web

CLIENT NAME:



UNDER NDA

TECHNOLOGY:

Unity, WebGL Blender, Node.JS, Photon, SOLANA



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CBD0, Gaming

