

FULL GAME DEVELOPMENT

June 2021

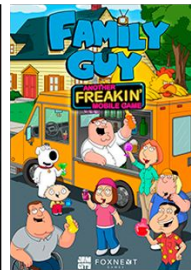
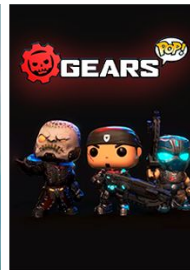
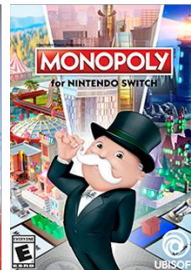
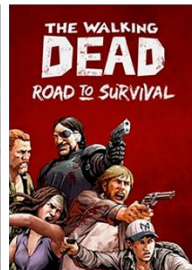
PROUD TO WORK WITH



EXTENSIVE IP EXPERIENCE

We carefully study the IP's history and lore and follow every small detail to avoid costly mistakes.

We create new content in precisely defined limitations and work closely with IP holders for timely approvals.



TECHNOLOGY FOCUS

EXPERTISE

Our experience with Unity along with certification from Playstation to Xbox, Nintendo and Apple Arcade allow us to provide powerful solutions for our customers.

Focus: Mobile & cross-platform development / C#

Platforms: Mobile / Switch / Cloud



CREATIVE APPROACH CORNERSTONES

GAME IDEA & UNIQUE MECHANICS SEARCHING

During the vision formation & pre-production phase we test game's market fit to avoid mistakes during development, get a full grasp on the scope of the project, foresee the complications and liabilities of the game.



Game Design Expertise

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Align creative vision with your business goals with thought-through game design, game economy design, and level design for optimal pacing and enjoyment. And we have experts in all three areas.



Producer's Vision

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We strive to deliver an exceptional gaming experience: our producer keeps a hand on pulse to see that the game's catchy, or funny, or scary just as you wanted it, and works super fast.



Art Direction

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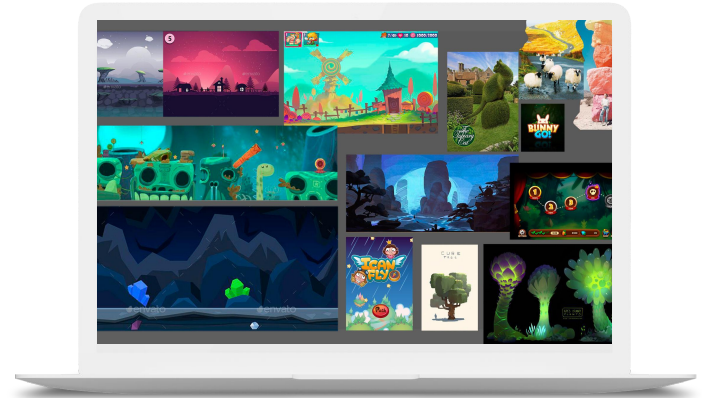
How to stand out on the market, or how to make all the details look consistent? How colors influence the mood of a player? You guessed it: our art director will be responsible that your game not only looks good, but feels right.

IDEA & STYLE DEVELOPMENT

INCLUDING END-TO-END ART SUPPORT

Our experience and 400+ art team allow us to be the creative muscle for the future game, making sure art style complements game design in the best way possible.

Our approach is fine-tuned to ensure that art deliveries match client's vision on all stages.



Art research

Art style options for the future game. Moodboards and references for each option.



Turnkey art production

Team planning & allocation, setting milestones, delivery, and in-engine integration.



Idea development

Core gameplay screens featuring all key elements, VFX, and UI Development and approve of characters, environment, UI styles. Rough sketching, polishing.

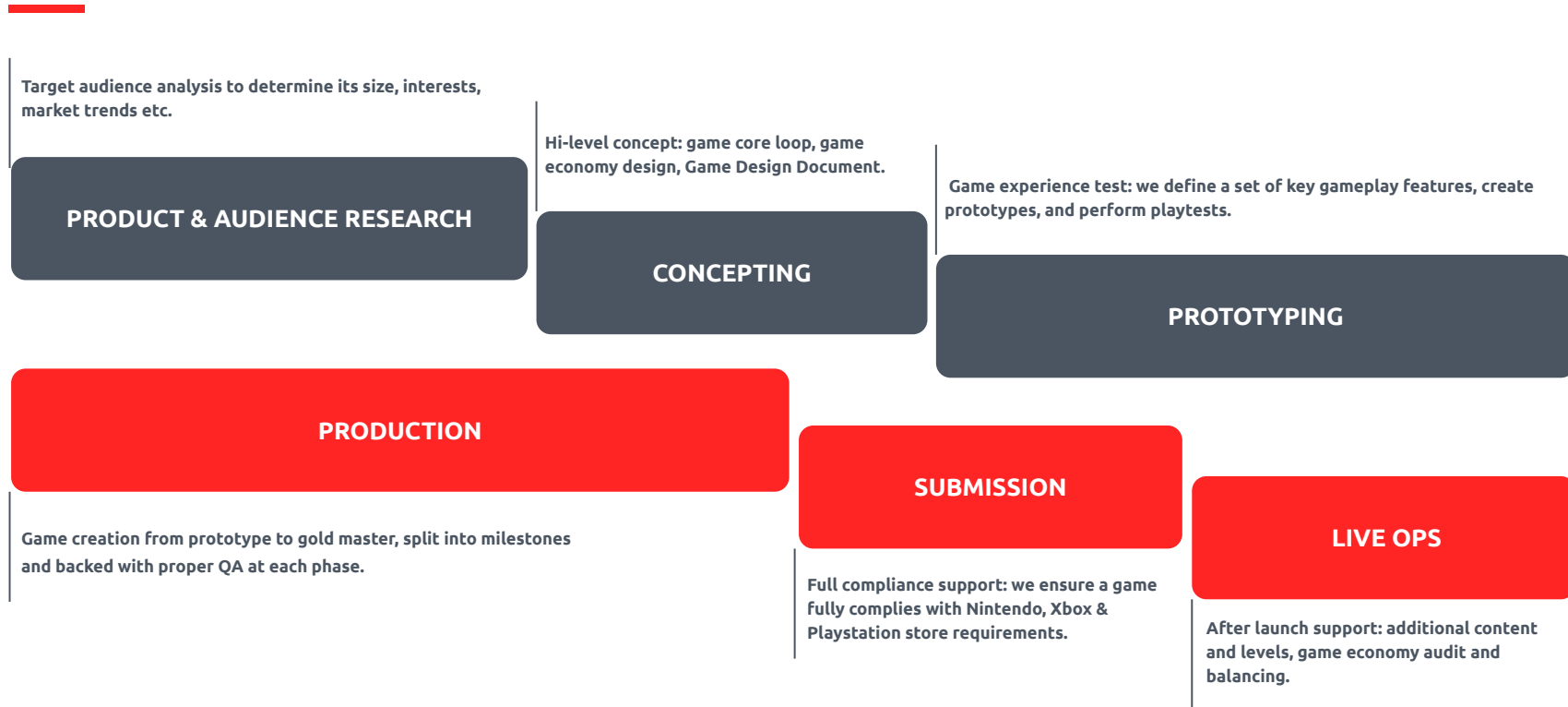


Visual development & art bible

Art bible as a collection of all art elements, style, characters, level of details, camera, color palette, environment, UI, tech guidelines, texture & surface, and references.

HOW WE WORK

KEY STAGES



TESTIMONIALS

FROM OUR CLIENTS



Xavier Marot

PRODUCER @UBISOFT



Room 8 Studio team are very professional and proactive. They delivered a good quality work within schedule. So I would definitely recommend Room 8 Studio and I'm looking forward working with them again.



Sean Krankel

FOUNDER OF NIGHT SCHOOL STUDIO



Room 8 Studio delivered amazing results, displaying technical prowess and reliable production methodologies to get the job done. We'd definitely work with Room 8 Studio in the future.



Thorsteinn B. Fridriksson

CO-FOUNDER & CEO



Our technology combines real-time video chat, AR filters and casual gaming in way never done before and I can't wait to show it to the world. Huge kudos to the whole team at Teatime Games and to our partners at Room 8 Studio!



Jaime Ocampo

DIRECTOR, BUSINESS DEVELOPMENT



Room 8 Studio is an outstanding studio of global standards. We at DeNA had the opportunity to work on several co-development projects & they always fulfil timely delivery of all project requirements & surpass our expectations with a lot of added value.



PORTFOLIO



Cat Force: Full Development

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Room 8 Studio had an exciting challenge: produce a unique match-3 mobile game for the combat mechanic genre, with innovative RPG-elements. This included collaborating with Playtika in many aspects of the project, from concept to soft launch, including live ops support. Today the game is released and is well-received on the market, with Room 8 Studio providing level design support for the game.

Room 8 Studio role:

- Collaborating on game design, economy design, idea development
- End-to-end engineering
- 2D art & animations
- Level design & analytics





One Word: Full Development

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Room 8 Studio developed the ultimate social word game, which combines a word puzzle game, live video chat, and AR filters—One Word!

Features:

- Full cycle development
- Iterative game design
- Economy design

PUZZLE

one
word

A word game
for friends!





Slingbombs: Full Development

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Slingbombs is an online turn-based artillery mobile game where players battle and communicate in real time via video transmission. The chat features AR face filters to make this experience more immersive, fun or/and anonymous if the player prefers so. The two-player game is based on Teatime Live platform and features physics-based gameplay. The game development is in progress.

Room 8 Studio role:

- Game design, game economy design
- End-to-end engineering
- 2D art & animations





Hemp Inc: Full Development

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Room 8 Studio developed a weed & marijuana business game from scratch, including:

- Game design
- 2D & 3D art
- Animation and VFX
- Pre-launch optimization and bug fixing





Manage the Stars: Full Development

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Manage the Stars is a time management game about running a sports agency. The product has been soft-launched in USA, Mexico, and the Philippines. Room 8 Studio role:

- Development from scratch
- End-to-end engineering and game design
- 2D & 3D art
- Animations and VFX





Popcorn Party: Full Development

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Popcorn Party is a full-cycle game development project with renown publisher DeNA. The game offers innovative gameplay and was featured as the best new game by the App Store in over 70 countries. Room 8 Studio role:

- Full cycle development
- Game design, economy design
- UI & art direction
- 2D art and animation





Mahjong Journey: Full Development

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Mahjong Journey is a full-cycle game development project with renown publisher G5. The game was built from ideation and features 200+ immersive levels. Room 8 Studio role:

- Full cycle development
- Game design
- Art direction, 2D art, UI, and animations
- Build & release management





Cyto's Puzzle Adventure: Full Development

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Room 8 Studio developed the 'Cyto's Puzzle Adventure' physics-based puzzle game from scratch. The scope of work included:

- Full-cycle development
- 144+ immersive levels
- Managing process from the idea to publishing the final product on multiple platforms. First published by Chillingo



Featured as Best New Game in over 40 countries in App Store





Piano City: Full Development

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Room 8 Studio created the social music game-simulator, aimed to build up piano skills. Game was featured in over 100 countries by the App Store. Scope of work included:

- Full-cycle development from scratch
- 'Single-player' and 'player vs player' modes
- Managing process from the idea to publishing the final product to the store





Fall Guys: Co-Development

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Fall Guys: Ultimate Knockout is the award-winning massively multiplayer party game, where up to 60 players compete round after round in escalating chaos until one victor remains! Room 8 Studio provided co-development services for the game. Scope of work:

- Co-development
- Game performance optimization
- Art Optimization



UNANNOUNCED PLATFORM





Papumba Academy: Co-Development

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Room 8 Studio provided the development of the education kids mobile game, aimed to unleash a child's potential through the colorful and immersive playing experience. The scope of works included:

- Swift dev team establishment
- Securing and stabilizing product launch
- Development & QA



Papumba



Sports Party: Co-Development

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Room 8 Studio developed 3 out of 6 games: golf (main mode), skateboarding (main and secondary modes), and basketball (secondary mode), including:

- Game design solutions
- Gameplay logic adjustments
- 3D environment art
- Motion controllers adaptation
- Shaders adaptation





Tom Clancy's Elite Squad: Co-Development

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Room 8 Studio participated in the development of 'Tom Clancy's Elite Squad' — a new free-to-play mobile role-playing game from Owlent, a Ubisoft Studio. The scope of work included:

- UI / UX design and development
- Motion development
- 3D Art: Characters, Weapons, Icons
- In-engine integration and engineering



UBISOFT
owlent



Etihad Al Abtal: Co-Development

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Room 8 Studio co-developed Etihad Al Abtal (Heroes United) RTS game. The scope of work included:

- Front-end development
- Support of Arabic language
- New development process integration
- Simultaneously supporting 3 graphics systems: NGui, 2DTK, Markligh
- Refactoring of the legacy code



**FUN
ROCK**



Trivia Royale: Co-Development

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Trivia Royale is a biggest trivia tournament in the world, where a player faces off in a battle of brains against thousands of players from across the globe. The game has been an instant hit since its release in June, 2020.

The game features customisable Avatars with face tracking to make this experience more immersive and fun. The real-time multiplayer F2P game is based on Teatime Live platform and has been downloaded over 2,5 million times since launch in June, 2020.

Room 8 Studio role in the collaboration:

- Iterative game design collaboration
- End-to-end engineering, with adaptability to client's custom live platform
- Extensive QA for iOS and Android





Meow Match: Game Design & Art

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Room 8 Studio has helped Ember Entertainment to create and launch a Match 3 casual game, and continues to provide ongoing art and level design support, including:

- Game design, economy design
- 1500+ levels, 86% reaching the target level difficulty
- UI & art direction
- 2D art: characters, splash screens, 2D animation
- New mechanics specs



EMBER
ENTERTAINMENT

CONTACT US



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