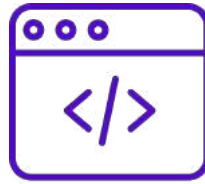# Our services

Full-Cycle Game Development

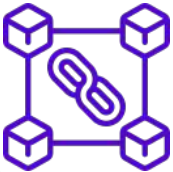Game Programing with Unity

Art Production

Game Testing and Live-Ops

Blockchain Game Development

Dedicated Teams

stepico

- Privately owned, full-cycle game development company.

- Has more than **8 years** in the market and a team size of **170+ people**.

- Experienced in both product publishing as well as game analytics.

- Client-base network consists of big corporations in the market, such as NBC Universal, Dreamworks, Outplay Entertainment, Prey Studios, Immutable.

Why Stepico

Technology stack

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unity	photon	Microsoft® .NET
redis	amazon web services	PostgreSQL
Ps	Ai	AUTODESK® 3DS MAX®
vuforia	SUBSTANCE PAINTER	ZBRUSH

Our workflow

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01
Pre-Production

- Reverse engineering of a reference game
- Locking down core mechanics & features
- High-level feature design
- Storyboard draft & first narration draft

- Choosing art style
- Concept proofing & A\B testing
- Final art vision

- Architecture overview
- Locking down tech solution
- technical documentation

02
Production

- Art production
- Audio & visual effects
- Physics & mechanics
- Developing & rendering

- Bug identifying
- Play tests
- Polishing

- Monitoring and control of time & budget spent
- Regular status reports & demos

03
Post-Production

- Project or phase closure

- DevOps / support if needed

- Game balancing
- New content development
- Further bug fixing

Our partners

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Winnipeg
Stockholm
Oslo
Los Angeles
Goteborg
Copenhagen
Richmond
Istanbul
San Diego
Austin
Sydney

DISNEY

NBC UNIVERSAL

OutPlay
ENTERTAINMENT

NBA

PREY
STUDIOS

amazonstudios

BB
TV

iMMUTABLE

Playtika

GAMELOFT

Pricing models we work with

Fixed price

- The service to be provided are defined very specifically
- The changes to the scope are done via Change Requests
- A single price for the project & per-milestone billing
- Use when there are clear requirements, specifications, and determined deadlines
- Use with limited or fixed budget

Time & material

- No scope of work or timeline is fixed in the agreement
- Vendor is not responsible for delivering any specific finished program component
- The client is billed for the hours spent on the project based on hourly rates of labor
- Use for long-term projects with dynamic requirements and scope
- Use when want the flexibility and budget transparency

Dedicated team

- The team is built according to the customer's requirements
- The team reports directly to the customer
- The expenses are comprised of the salaries of the team + a contractor's fee for administrative needs
- Use for long-term large-scope project with evolving requirements
- Use to compensate for the lack of in-house expertise

NFT development expertise

stepico

- We have successfully integrated the economy of scarcity for collectibles (in form of heroes) and social (guild token) features with governance token model into a classic mid-core RPG paving the road to enticing marketing and presale campaigns and adding a strong Play to Earn model to a classically free-to-play mobile experience.

- We did so working closely with Layer 2 blockchain providers to balance chains throughput with minimizing gas fees in order to make this a valuable package that is interesting for both, NFT adopters and RPG gamer audiences.

- We also made sure to avoid upfront investment in any tokens/NFT/wallets for unprepared gamers, easing them into play-to-earn economy or letting them enjoy pure gameplay without a need to get deep into this model.

Our games

We successfully released 25+ projects. About some of them, we'll tell you further: Century Siege, Alien 911, MMA Manager, Legacy Quest, etc.

MMA Manager

MMA Manager is a gym management game, with city building, fighter progression, and asynchronous PvP mechanics.

- **Project team:** 6 people (Developers, 2D artist, 3D artist)
- **Client:** Goober Games
- **Tech stack**: Amazon AWS, IIS, ASP.net, C#, Photon, PUN, Unity, NGUI
- **Client goals**: Team received this project request while it was in an early stage with backend in Cake PHP, without scaling support and client side in Unity. Project structure did not support the client's long-term goals of scaling to a large audience and complex, interactive PvP.
- **Project Status:** Project hit 1mil installs with more than 20 000 DAU and showed stable results. Currently in Live-Ops/ Post-Launch support.

MMA™ MANAGER

61 152   C 9 970   X

C 1 500

C 80

C 9 500

🔒 Locked

Total Cost:
C 11 100

First   Last   Proceed

CUSTOMIZE
YOUR FIGHTER

Century Siege: TD Battle

Century Siege is Live-PvP battle game with card collectible mechanics.

- **Client:** Goober Games
- **Project team:** 10 people (Art, Client side, Back end, Game design, QA)
- **Tech stack**: Amazon AWS, IIS, ASP.net, C#, Photon, PUN, Unity.
- **Client goals:** Create an experience similar to Supercell project "Clash Royal" both technically and visually.
- **Stepico Solutions:** The team utilized its vast experience from similar projects and saved clients time and money by re-using and optimizing existing protocol solutions with backend and client-side modules. We also assisted the team with Game Design, Game Analytics, and QA.
- **Project Status:** Project has launched Globally and is currently in Live-Ops/Post-Launch support.

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UNLOCK
WEAPONS AND SKINS
FOR YOUR HEROES!

ENGAGE IN
SEASONAL QUESTS &
GRAND CHALLENGES!

CONSTRUCT TOWERS
TO DEFEND YOUR CRYSTALS!

Guild of Guardians

Stepico is co-development partner in this project. Mobile RPG that allows players to turn their gaming passions into assets. It will be a multiplayer, fantasy, action RPG where players build their dream team of 'Guardians' and compete in a guild to earn epic rewards.

Tech stack: Unity 3D, C#, UGUI, ASP.net, C#, AWS
Project goals: integrate blockchain technologies which will be a core of a game economy.
Stepico Solutions: analysed requirements and prepared a high-level plan for a soft launch. Created in-game unique characters. Created a game design documentation that feels familiar but at the same time is fascinating.

Nile Valley

Project is developed for the Stepico product unit. Nile Valley is a mobile farm game in an antique setting with a unique combination of classic farming gameplay and an adventure component.

Tech stack: Unity, AWS Services, .Net Framework, ASP.Net Web API, ASP.Net MVC

Project goals: The request was to create a Free-to-Play game for Mobile platforms in Farming mid-core genre.

Solutions: Analyzed successful competitors on the market. Reverse-engineered the best practices in the genre. Introduced the plot that drives characters through Adventure down the Ancient Nile. Chose the tech stack that covers all our requirements above and even more.

Fishing Rival

Project is developed for the Stepico product unit Fishing Rival is a mobile fishing simulator of the highest quality and beautiful graphic style. This is a combination of an interesting adventure story of an angler and a lover of sea legends, an application for active recreation and a sports game with all the best features implemented.

Tech stack: Unity, AWS Services, .Net Framework, ASP.Net Web API, ASP.Net MVC

Project goals: Reach Top 3 in fishing simulator niche. Main competitors deconstruction showed up lots of opportunities for our game to keep players happy and revenue streams high. Marvellous meta-layer and bunch of social features are the key pillars for success.

Bigfoot

- **Project team:** 11 people (3D modelling, Texturing, Concept, PM/RIG Artist, Animator)
- **Client:** CyberLight Game Studio
- **Tech stack:** Adobe Photoshop, Zbrush, 3dcoat, Blender, 3ds Max, Substance painter, Marmoset, Substance painter, Maya
- **Client Goals:** Design characters for the survival-horror game Bigfoot. Develop detailed concepts for each character using the existing clothing and equipment.
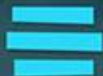
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Our slot art projects

Thanks!

We'll be happy to cooperate!

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