



PORTING MOBILE GAME TO DESKTOP USING STEAM

CLIENT OVERVIEW

Our client is a leading video game company which develops video games and is famous for its role-playing video games series. The client has its development studios across the globe through which it creates and launches location specific games.

KEY REQUIREMENTS

- Developing of the game launcher to configure the game settings in a wizard mode.
- Providing support for game achievements to unlock different levels of the game increasing the complexity of game play and progress through the game story.
- Providing continuous and seamless gaming experience for the users even when they switch to different systems.
- Implementing keyboard/controller mode and also removing touch support.
- Developing a compiled executable game to run and install on the system easily.
- Enable a global appeal by providing support in multiple languages.

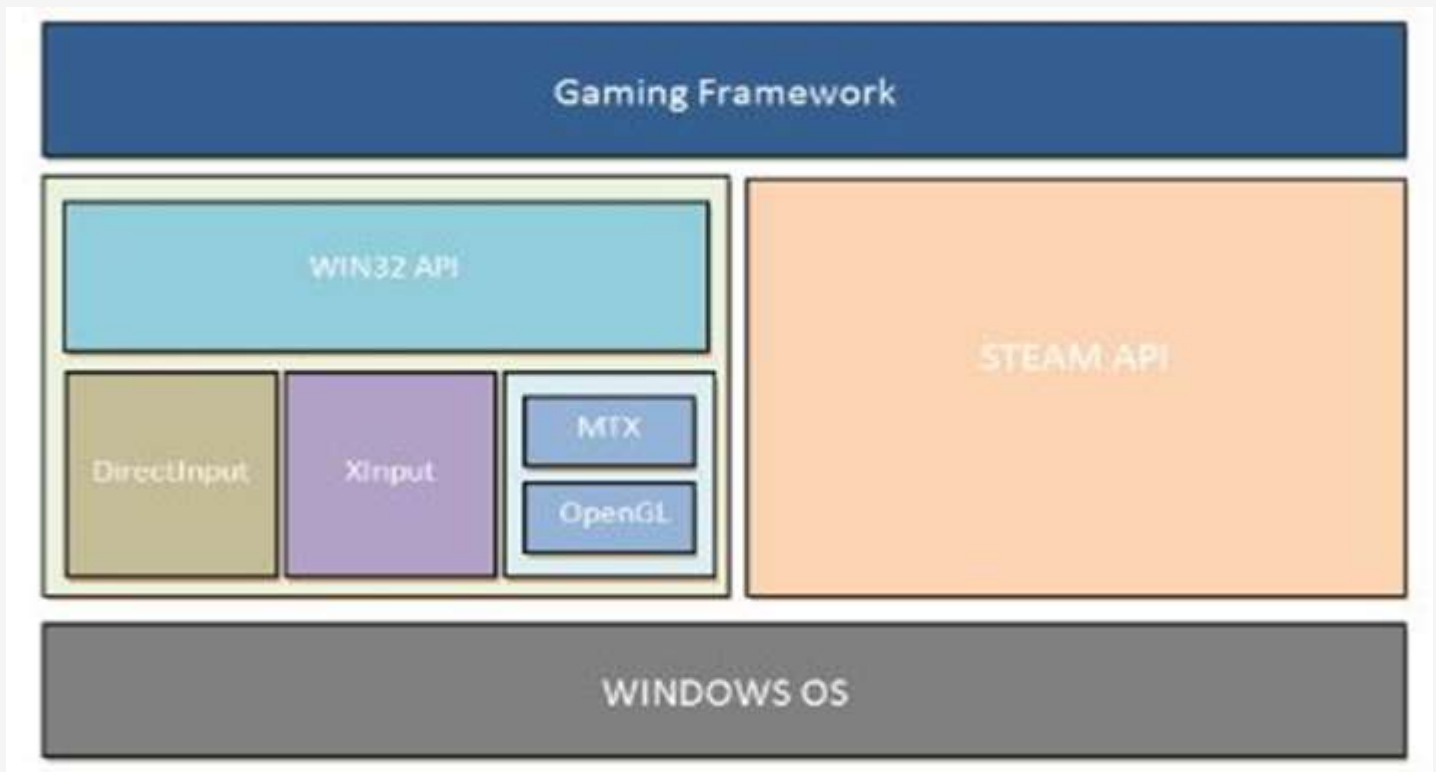
KEY CONTRIBUTIONS

- Implemented the game launcher using QT which allows the user to map the keyboard/game controller, select the language and configure the game settings.
- Developed Steam Achievements for persistence, game achievements and tracking user statistics.
- Implemented Steam Cloud to provide a continuous and seamless gaming experience across different systems.
- Provide support for keyboard using Win32 and removed the touch support.
- Provided controller support using Microsoft's Direct Input and XInput protocol to have a better control over the game.
- Tested the controller support over different controllers like Logitech F310r, Logitech F710r, Xbox 360 for Windows.

KEY BENEFITS

- Increased the target market to 75 million users due to introduction of Steam and controller support .
- Improved the geographic market reach as the game could be played through seven different languages across the globe.
- Ensured popularity of the game incorporating continuous feedback made available through immediate review mechanism.

HIGH LEVEL ARCHITECTURE



TECHNOLOGY STACK

- C/C++
- Win32
- Microsoft Visual Studio 2013
- QT
- Steam
- Test Track
- SVN



About Xoriant:

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