



Below the Game Company Deck 2017

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Who are **we**?

Meet the Developers



A critic recognized company
We've worked with companies from all around the world
Good communication skills and highly focused on delivering quality work



We are professionals Experts working with you

A complete pro staff with Programmers,
Artists, producers and Game Designers.

8+ years of experience in 2D
game developing.

+2 years of 3D game projects for clients

30+ games in WFH projects.





International recognition





Video Game Development Services

What can we do for you?

If you need a particular game design for 2D games, be them on Mobile, PC or Consoles, we can provide professional services in:

Game Design

2D Art

3D modeling and animation

Unity Programming

Professional animation

All to create fantastic experiences, with unique concepts behind them



Our IP

What have we done (released, mobile)

Mobile versión for kids (iOS and soon Android)

Featured by Apple on 30+ countries.

Indiecade and IMGA Finalist.

43 unique levels.

5 Different Stages, settings and abilities.

Unique and entertaining story.

https://www.youtube.com/watch?v=UCa1r_vZy8A





Original Mechanics + Great art

Unique Games (To be released, 2017)

Our IP:



Evolution of a validated game mechanic.



Concept

Walk over words and make the words come to life interacting with them.

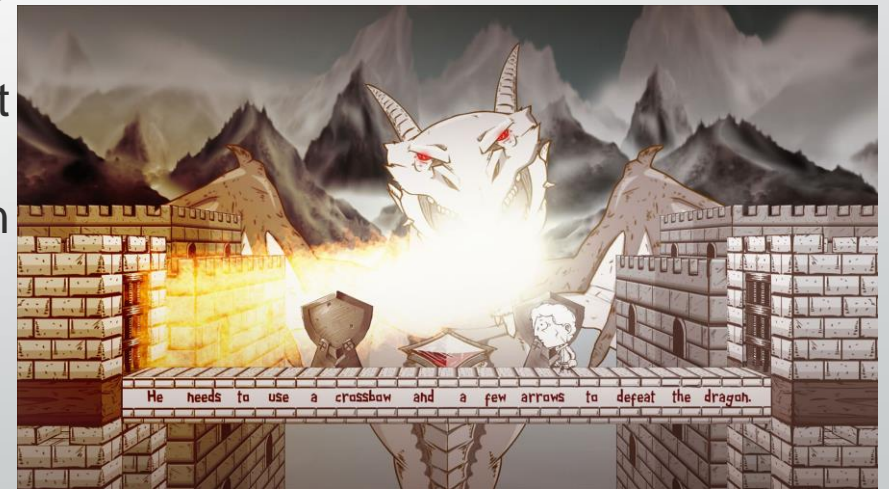
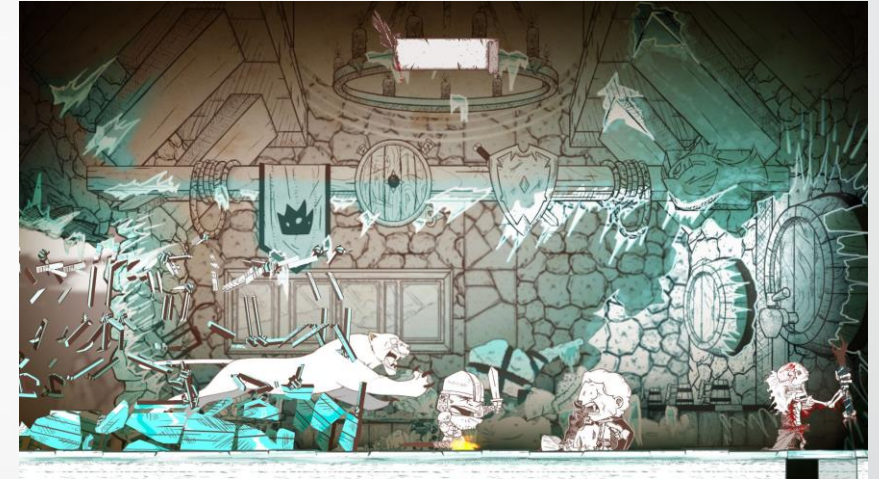
Play in a medieval setting with a unique monochromatic art and a sepia style.

Meet eccentric characters and defeat the Word Warriors in this epic indie adventure

Target and platoms.

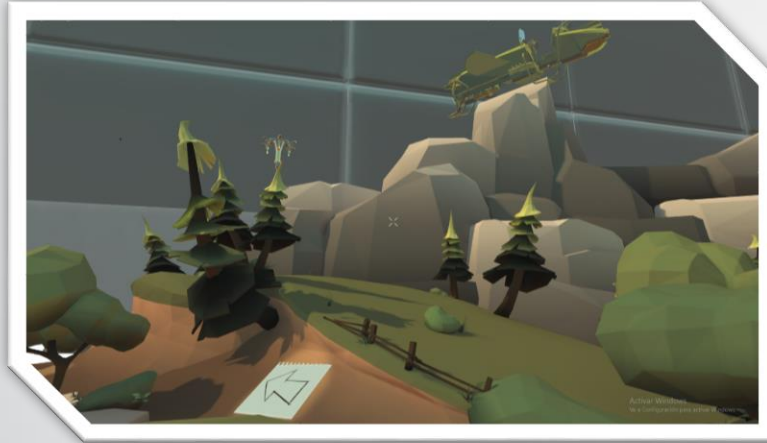
17 to 40, for PC and Consoles.

<https://www.youtube.com/watch?v=duKBaDdcBql>





Original And Functional



Need: 3D Puzzle prototype for low end PCs

Low poly 3D art and environment.

Puzzles that drive the experience in rube Goldberg style.

Rapid development (4 months)

Results

High quality prototype finished.

Different type of gameplay mechanics in accordance to close work with client.



<https://www.youtube.com/watch?v=oGHQ732w-ss&feature=youtu.be>



A different kind of need Games for education and training

Need:

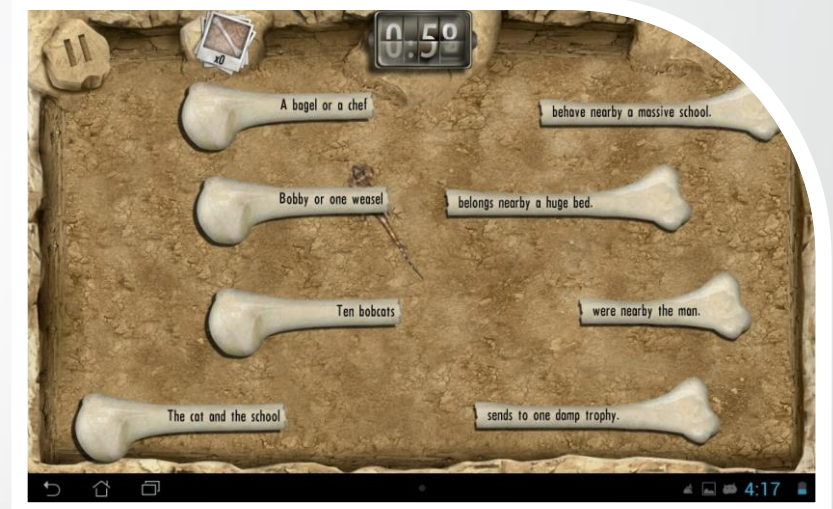
The client had the IP of an Android game, and wanted it for iOS.

Problem:

The code, design document and art weren't useful, and the developer inaccessible.

Client:

- Our mission was to **create the same game**, based on what we could play, and what the client wanted.
- Reverse engineer the game design of the game, as well as the code.
- New GDD that fully explained the mechanics and the interactions.





Edutainment for government projects They are watching us

Client: Colombian Government

Need: Educational content .

High art standards.

Proposal: History Cards

Educational videogame that thought cultural history through gameplay.

Set in different geographical and historical country settings.

No violence depicted, enhancement of the cultural richness of the country.



<https://www.youtube.com/watch?v=TSaXLcPm73Y>



Training games for Companies

Proposal: Training with games

Training videogame for company culture and operations guide.

Simple controls and easy to understand mechanics for people of all ages.

Integrated with SAP and their Learning Management System (LMS) for data collection.

Results

Higher employee retention.

Players/employees better trained.





Yes We Can! “Achievement unlocked”



Amplify.



Qlovi



A handful of international brands that have trusted us.



Thank YOU!

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