




App Dev for Gaming App

PROJECT DETAILS

 Mobile App Development

 Jun. 2016 - Ongoing

 \$10,000 to \$49,999

 *"Everything was impressive."*

PROJECT SUMMARY

Seasia Infotech is developing a mobile application that's compatible with both iOS and Android.

PROJECT FEEDBACK

Seasia Infotech is ready for the launch in mobile app stores and is already discussing a launch in India. They have a systematic approach to project management and they're clear and focused. Carrying out the project with enthusiasm, they're responsive and effective.



The Client

Please describe your company and your position there.

Our Gaming Company aims to offer people the opportunity to earn money competing in eSport Frog Fun tournaments against other players. Our app is an incredibly fun abstract strategy mobile game played by frogs on lily pads. It is available for either Apple or Android smartphones and tablets. Two teams, of 24 frogs each, compete to maintain a presence on Turtle Island. Played on a grid of 64 lily pads, It is as simple to learn and play as checkers, yet has the strategy of chess. Like chess, the central part of the lily pad field (Turtle Island) is critical. Also like chess, the match can be won at any time with clever strategy.

Like checkers, it is important to conserve your frogs - especially those on or near Turtle Island! Previously published in the eighties as a board game under the name King's Court, We have been evaluated by Dr. Jonathon Shaeffer, creator of the Chinook checkers program, and by the UC Berkeley Gamescrafters Research Group. Both evaluations confirmed that Frog Fun is the perfect marriage of checkers and chess - a classic game for the ages! Position: Partner.

The Challenge

For what projects/services did your company hire Seasia Infotech?

For developing our game on both Android and iOS platforms.

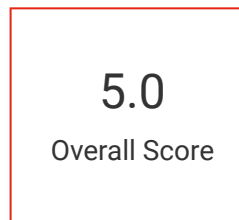
What were your goals for this project?

Creating a stable game for mobile platforms where it can increase the outreach and to provide a way for average people to earn money by becoming skilled at playing a simple mobile game on their phones or tablets. The game also teaches the concept of "strategy thinking" to younger players under 18.



- Partner & Project Manager, Gaming App
- Gaming
- Redding, California

CLIENT RATING



Quality:	5.0
Schedule:	5.0
Cost:	5.0
Would Refer:	5.0

The Approach

How did you select this vendor?

While going through the company profile, we could see that Seasia has a considerable number of years of experience in game development with various interesting game projects within their portfolio. After initial discussions with the Seasia team, we were convinced that they would be able to deliver as we were expecting.

Describe the project in detail.

Our app is destined to be a classic strategy app based on the old board game, King's Court. It's a cross between chess and checkers. It is simple to learn, like checkers, but requires the skill of chess to master. It is a two-player gaming application in which two teams of 24 frogs each compete on a grid of 64 lily pads. There are 16 lily pads in the center of the game board forming a 4 X 4 grid that is called "Turtle Island". The island is surrounded by 48 lily pads, creating an 8 X 8 grid of lily pads. The two frog teams compete for domination of Turtle Island. Whichever team jumps all of the other team's frogs on the island first wins the game. You do not need to take all your opponents frogs on the board outside of Turtle Island to win, just the opponents frogs within Turtle Island. Seasia created this game in Unity3d game engine, using Aapwarf for login and multiplayer services.

What was the team composition?

Team comprises of Three Unity3d developers, one Business Analyst, one Project Manager and two Quality Assurance resources.

The Outcome

Can you share any outcomes from the project that demonstrate progress or success?

There are so many positive impacts which we can currently envisage, our business can witness after the full-fledged launch





of the Frog Fun game app in the iOS and Android app stores. In fact we are already in discussion with the Seasia team for launch of the game in India.

How effective was the workflow between your team and theirs?

The whole project management process was very systematic; they made sure we were completely aware of every phase and process being carried out by their team. There was clear and focused transparency on both ends, and this approach, as a whole, came up as a great experience to us.

What did you find most impressive about this company?

There are so many things which I have personally found so good about Seasia. Be it the time responsiveness, effectiveness, the way they carry out their project, and the enthusiasm they have for their job; everything was impressive.

Are there any areas for improvement?

To this date, there are no specific areas of improvement for our project, but yes, we have given them a few suggestions on the addition of certain things, and they deliberately worked on it! One of those suggestions was that the Seasia Team provide more feedback regarding other or better ways to solve an issue within the user interface. As a project manager, I've really enjoyed the fact that Seasia is amazing at implementing all my suggestions. However, I would have been happy to consider some alternate suggestions for what I was requesting. After working in Silicon Valley in California for many years, I am used to spirited debates on how to solve UI issues.

