iLogos
GAME STUDIOS

iLogos Deck
Games for Kids

CONTENTS

This document has the following goals:

- Kids games development approach

- Kids games development timeline and budgets

- Case Studies - iLogos Kids Games

- Introduction to iLogos Game Studios

iLOGOS
GAME STUDIOS

Case Studies
Games for Kids

Papumba

About the game
Papumba is an edutainment platform for kids with a goal to make prep for school easier & more entertaining for children from 2 to 5.
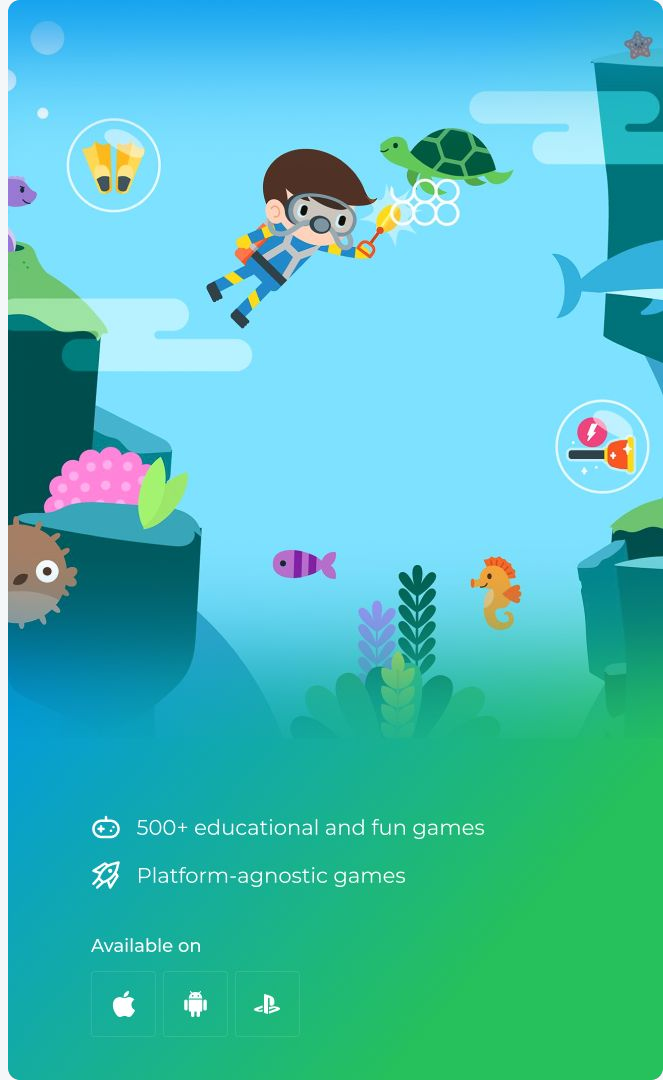
Value
We helped Papumba solve 2 of their important challenges:
- massive code mergers on the project
- monetization in the conditions when standard game monetizations mechanics could not be available due to territorial and genre restrictions

Our contribution
We helped Papumba with four of their games.

- 123 Awesome Park
- Animal World
- Kids Coloring
- ABC Game.

500+ educational and fun games

Platform-agnostic games

Available on

Papumba's CEO & Co-founder's testimonial

We started working with iLogos in the production of new educational games for our pre-k audience, and they rapidly became a strategic partner for Papumba. What we found is a very committed and motivated team that is always adding value to every stage of the project. it is remarkable the great team of animators, game designers, project managers and developers they have. No doubt we will continue working together in more awesome games.

Papumba

Gonzalo Rodrigues
CEO & Co-founder Papumba

Papumba Art Examples

Animal Jam

About the game
Jamaa is a virtual world where players, as different animals, interact with each other, design their dens (a bit of Minecraft here), trade various items, hang out at parties, or complete small RPG quests. Apart from being a vibrant, colorful, and fun 3D world to talk with your friend group and play as a wolf or an axolotl, there are also lots of educational facts about zoology, biology, and ecology — lots of narrative design for that part stems from WildWorks' collaboration with scientists.

Value
The pipeline we've developed for art transfer cut a lot of friction from the delivery process — and made it possible for WildWorks to retain players better and constantly improve their experience. That positively impacted the revenue of Animal Jam. Our artists developed fun concepts and designs for new dens, pets, items, and so on — and we enjoy doing it so much (it's pets! We love pets.)

Our contribution:
- Art pipeline creation
- 3D art
- Concept art

2017's Google Play Awards for Best Kids' App

130 million installs

3.3 million MAU at the end of 2020

"Amazing game to keep in touch with your buds" (Amazon)

Available on

Animal Jam Art Examples

Animal Jam by WildWorks

Check out more examples of our work for Animal Jam here!

Booba Candy Adventure

for Pixie Labs

iLogos worked with Pixie Lab to develop this project, a fun Match 3 game for kids.

Attracted by a delicious smell of candies Booba explores every room of the house, but candies cannot be collected just like that, somebody has to sort the sweets out by 3 in a row to pick them up. We've designed the game based on IP - Booba.

We have provided full-cycle development including:

- Game Design Documentation (core and meta gameplay, events, social, etc)
- Creating art concepts for characters, props, locations
- 2D Art Creation
- 2D Animation
- Full Development
- QA
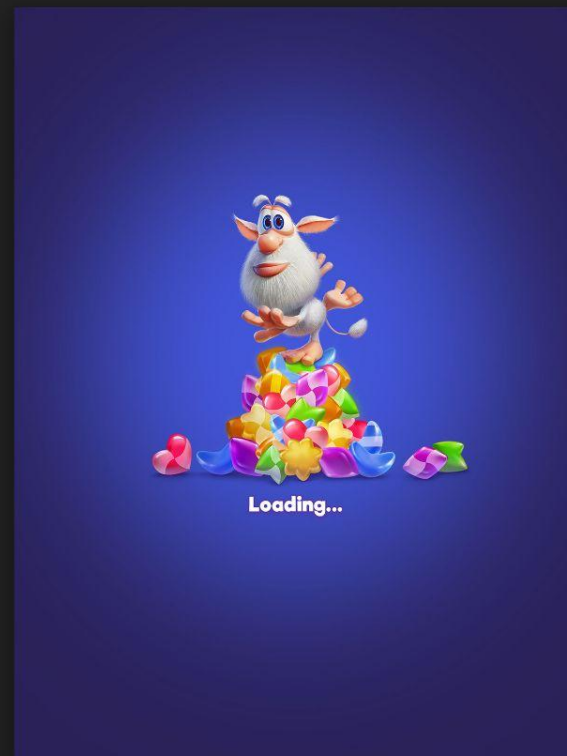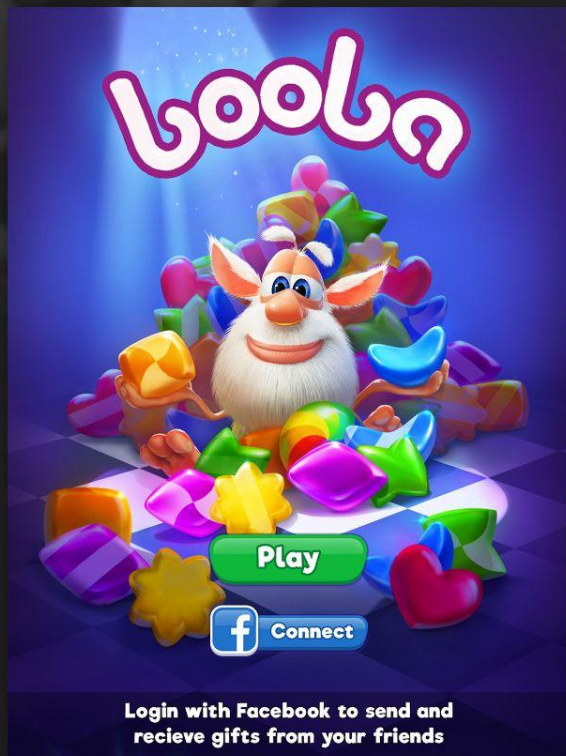
booba
CANDY
ADVENTURE

www.ilogos.biz   iLOGOS | GAME ART   Pixie Lab

Big Friendly Giant
for Reliance Big Entertainment UK Private Ltd

Value

The metrics and time-to-market launch brought to Reliance additional promotional opportunities and they won Editor's Choice on App Store and Google Play!

Our contribution

We've designed the game based on DreamWorks IP.
We have provided full-cycle development including:

- Game Design Documentation (core and meta gameplay, events, social, etc)
- Creating art concepts for characters, props, locations
- 2D Art Creation
- 2D Animation
- Full Development
- QA

After the Soft Launch we've continued working on LiveOps

Big Friendly Giant

for Reliance Big Entertainment UK Private Ltd

About the game

Big Friendly Giant is a pretty straightforward, yet challenging match-three puzzle game with two main characters, Sophie, an orphan girl, and a Giant Man with a trumpet, both from the book by Roald Dahl and a movie by Steven Spielberg of one name. Amazing visuals, opportunities to play with friends, and a journey through different locations of the world — like Dream Country — are applied.

The game has scoring goals you have to beat in a level using a limited number of moves, boosters that allow you to score more, and a reward system that tracks how fast you're merging items. We built it from scratch.

Match Magical Dream Jars

Join The BFG & Sophie
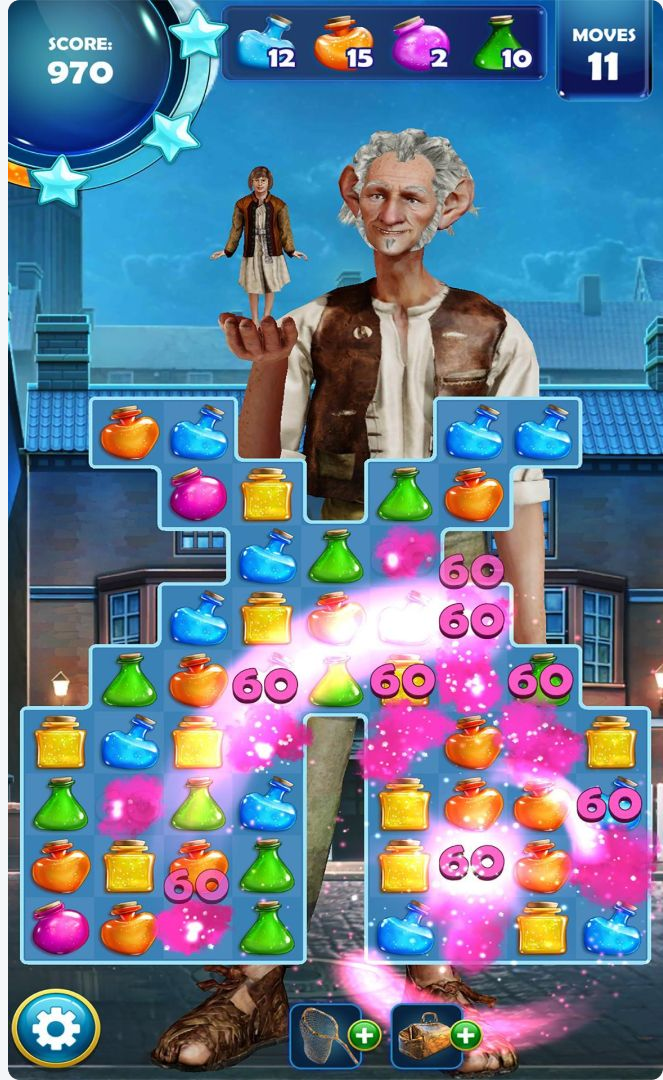
Bedtime Stories - Night Train

The project is a captivating bedtime story about tired characters ready for bed. Discover a magical world high up in the mountains where the Esmitos are waiting for the Night Train, that goes into the long and dark tunnel, an excellent place to fall asleep

iLogos worked with Schmugan to develop this game that has received a Gold Award on Mom's Choice Awards.

iLOGOS
GAME STUDIOS

How we can
help you

PRE-PRODUCTION SERVICE

An amazing game starts with a unique idea. And the more this idea is strengthened with the right groundwork at the pre-production, the more chances it has to become trending.

With iLogos pre-production service, you get:

- **Game Design Document** – basically the game's Bible describing every game design and mechanics aspect of the future product
- **Art style Guide** – documentation defining the visual direction for ingame elements
- **All the necessary technical documentation** – architecture flowchart, development approaches, development standards etc.

PRODUCTION SERVICE

Full production stages:

Prototype → **Core development and Art production** → **Polishing** → **MVP soft launch**

- Alpha version
- Beta version
- Content integration

We adjust the development process and its stages to each game individually to meet your business goals.

ART PRODUCTION

iLogos Art division includes over **110 art specialists** working with a broad range of styles from casual/cartony to hard surface military AAA. **The services include:**

- Establishing game content creation pipeline

- Creating concept art

- 2D art

- 3D art & modelling

- 2D and 3D animation

- VFX

- UI/UX design

LIVE OPERATIONS

After your game is released, we can build a LiveOps team for you **to scale up your game from an MVP or a soft-launch version**

LiveOps can include:

- Update of the game design elements using player's data analysis
- Content production for updates and new features development
- Run game sales and online events

We provide LiveOps for 10 years and have provided this services to Playrix, InnoGames, Rovio, Wooga, Two Dots, Sony Pictures, and many more.

iLOGOS
GAME STUDIOS

About Us

WHO WE ARE

iLogos Game Studios is a smart solutions provider for game companies that solves challenges in full-cycle game production and co-production **since 2006.** To cover the game development process in all the aspects, we have 5 divisions in iLogos Game Studios:

iLOGOS
GAME DEVELOPMENT

Full production cycle from concept to release and support

iLOGOS
GAME ART

Unlimited art resources with 100+ art specialists

iLOGOS
GAME PORTING

Improving metrics & extending game life cycle

iLOGOS
GAME LIVE OPS

Certified developers for most gaming platforms

iLOGOS
WEB3 GAMES

Comprehensive blockchain-based solutions

iLogos Key Numbers

1,500,000,000

Total
game installs
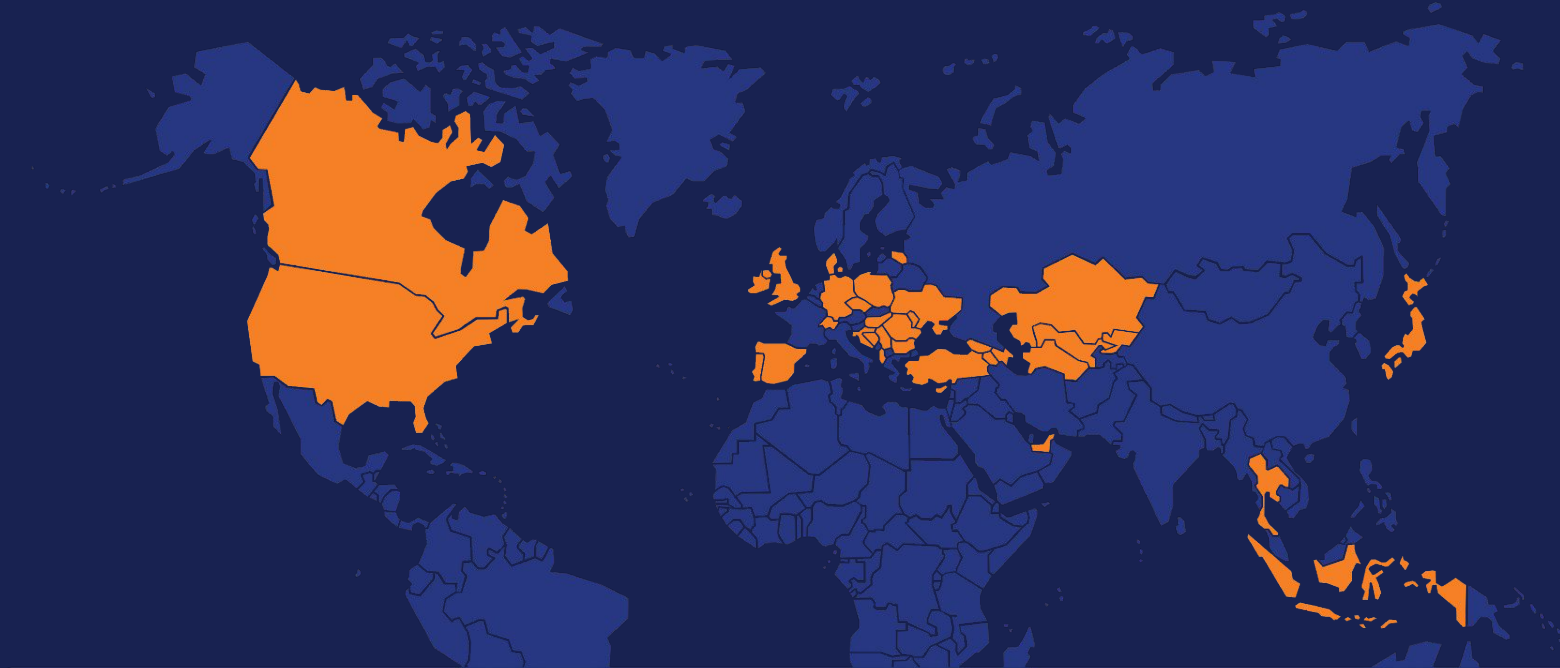
460+
projects
completed

100+
returning
clients

300+
dedicated
experts

16+
years
in business

WE WORK AROUND THE GLOBE

- Ukraine
- Poland
- Thailand
- Germany
- Cyprus

- Armenia
- Azerbaijan
- Canada
- Kazakhstan
- Portugal

- Spain
- Turkey
- Estonia
- Hungary
- Moldova

- Montenegro
- Switzerland
- Uzbekistan
- Albania
- Croatia

- Czech Republic
- Denmark
- Great Britain
- Indonesia
- Ireland

- Latvia
- Serbia
- Turkmenistan
- USA
- Georgia

CLIENTS

Working with the world's top gaming companies allows you to benefit from 16 years of accumulated best practices and expertise.
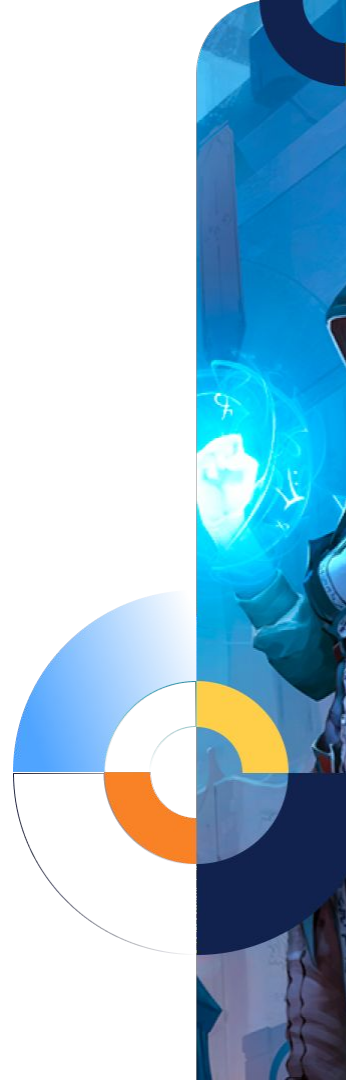
We look forward
to working with you!

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