

Match-3 Portfolio

Game Showcases

by

iLOGOS | GAME
STUDIOS



Booba Candy Adventure

for Pixie Labs

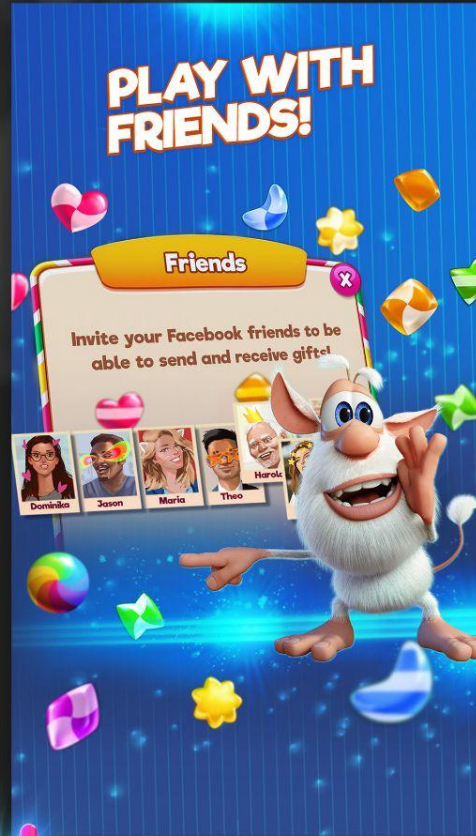
We've designed the game based on IP - Booba.

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

Timeline: 6-8 months



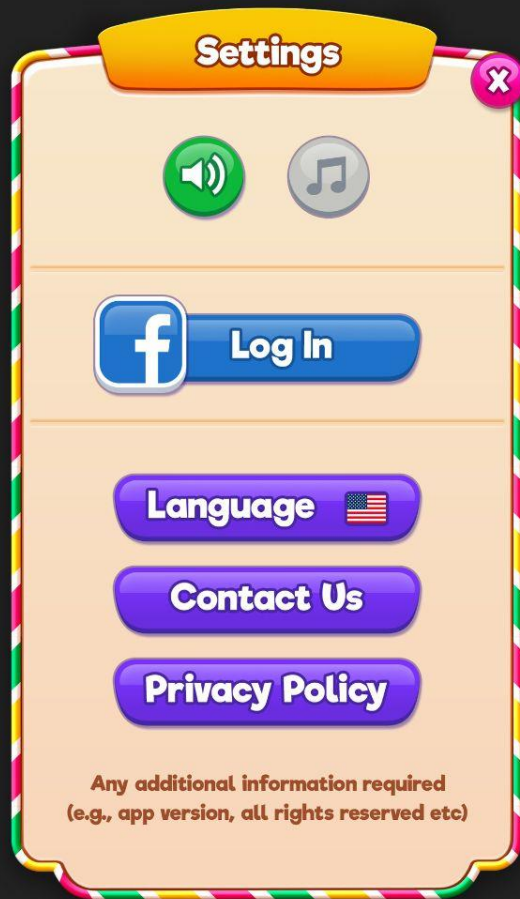


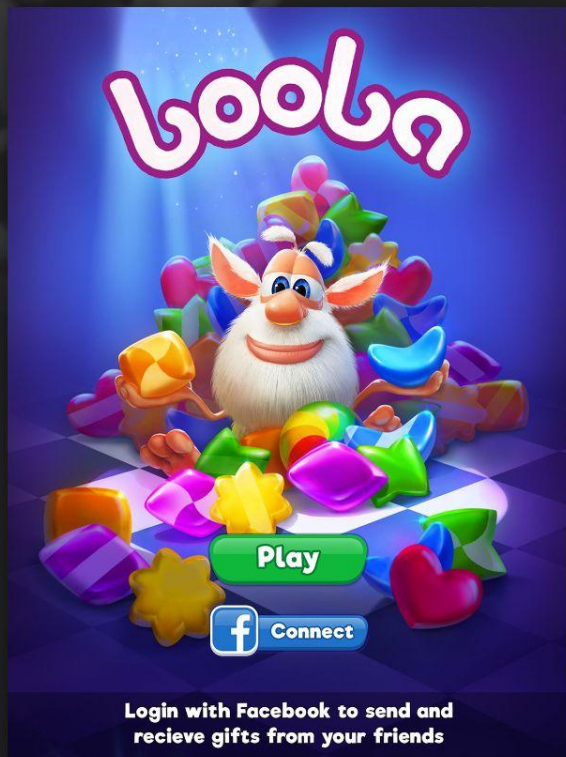
Check out more art for Booba [here](#) !

www.ilogos.biz

iLOGOS | GAME ART







Check out more art for Booba [here](#) !

www.ilogos.biz

iLOGOS | GAME
ART



Big Friendly Giant

for Reliance Big Entertainment

We've designed the game based on the DreamWorks IP.

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!

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 continued working on LiveOps

The game was removed from the app stores. There is still a bit of information on the game [on the Reliance website here.](#)

Timeline - 6-8 months



Puss In Boots

for Reliance Big Entertainment UK Private Ltd

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, VFX
- Full Development
- QA

After the Soft Launch we've continued working on LiveOps

Timeline - 6-8 months



Diamond Rush

Based on Viber 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, VFX
- Full Development
- QA

Timeline - 6 months





DIAMOND RUSH



CONNECT

GUEST PLAY

LOGIN WITH VIBER TO SEND AND RECEIVE GIFTS FROM YOUR FRIENDS

LOGIN

LOBBY



HUD

RATE US!



ENJOY THE GAME? PLEASE,
TELL US WHAT YOU THINK!

OK

RATE US

SHOP

HEART FULL + COIN 99999 + GEM 99999 +

BUY COINS



10

\$ 0.99



50

+5 FREE!

\$ 4.99



100

+10 FREE!

\$ 9.99



250

+15 FREE!

\$ 19.99



500

+20 FREE!

\$ 39.99



TUTORIAL

More Portfolios

Match-3 Game Portfolio

And here are more art examples for you:

- [Mobile Art](#)
- [Casual 2D Art](#)
- [Casual 3D Art](#)
- [General Art Portfolio](#)





Development Approach

DEVELOPMENT APPROACH

1) Most of the other studios work based on the tasks set by the client.

We provide the product expertise which allows us to create the right product for your audience/for the end user (that's why we have a game designer, a producer, an analyst on the project team). We design the monetisation of the game so it will really grow and earn money.

2) **We do development in increments.** After 1.5-2 months of development, at the end of every iteration, one iteration is about 2 weeks on average, we provide the client with a working version of the game so the client can really test out the project and some of its functionalities while the game is still in development. So, starting from month 3 you will be able to try the current version of the game by yourself and provide feedback if you like.

3) We do **polishing activities every 2 months of development** on average in order to reduce the technical debt.

- Technical debt is a concept in software development that reflects the implied cost of additional rework caused by choosing an easy (limited) solution now instead of using a better approach that would take longer

DEVELOPMENT APPROACH

4) **Scalable architecture** is included by default: we make the components of the app as independent from one another as possible and this way the app is ready to be scaled to a large number of users (1+ mln)

5) **Triple quality control:**

- Technical quality/code review - the tech lead is checking the state of the code
- Testing - the QA team ensures everything in the game works in accordance with the Game Design Document
- In play - the game designer is playing the game to make sure the game balance and all the aspects of the game provide the right user experience based on the requirements and the GDD

We create test documentation for every game with various test cases for that specific game. Sometimes we have games that have thousands of test cases. This is done to bring the number of potential bugs to a minimum.

6) We **support clients at every phase of the launch**: we set up all the pages on the app stores (or will walk you through that if you'd like to do that yourselves), involve the analyst to define the most optimal way of releasing the game and so on.

Communication

We and you will decide before the project start how we will communicate, how often and who will be involved. This varies from project to project. We are flexible and can accommodate your preferences.

For example, we can use **Slack, Skype**, something else for communication. **JIRA, Asana, Basecamp, etc.** for task tracking.

We can also use other task tracking systems and communication tools if that's what a client wants and is comfortable with.

Project Updates/Review

The frequency of project updates and reviews. The meetings could include daily stand-up calls, weekly calls, bi-weekly calls. Written update reports are also an option. This is all determined individually for each specific project.

The methods, timing and the team members involved in the various meetings also depend on a client's vision and project requirements. The most standard roles present at the meetings are: **Lead Game Designer, Lead Producer, Tech Lead** depending on the meeting type.

The project usually starts with a kick-off meeting.



**And a few words about
iLogos Game Studios
if you're not tired yet :)**



CLIENTS

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



iLogos Key Numbers

1,500,000,000



Total
game installs

460+

projects
completed

100+

returning
clients

300+

dedicated
experts

16+

years
in business

DIVISIONS

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

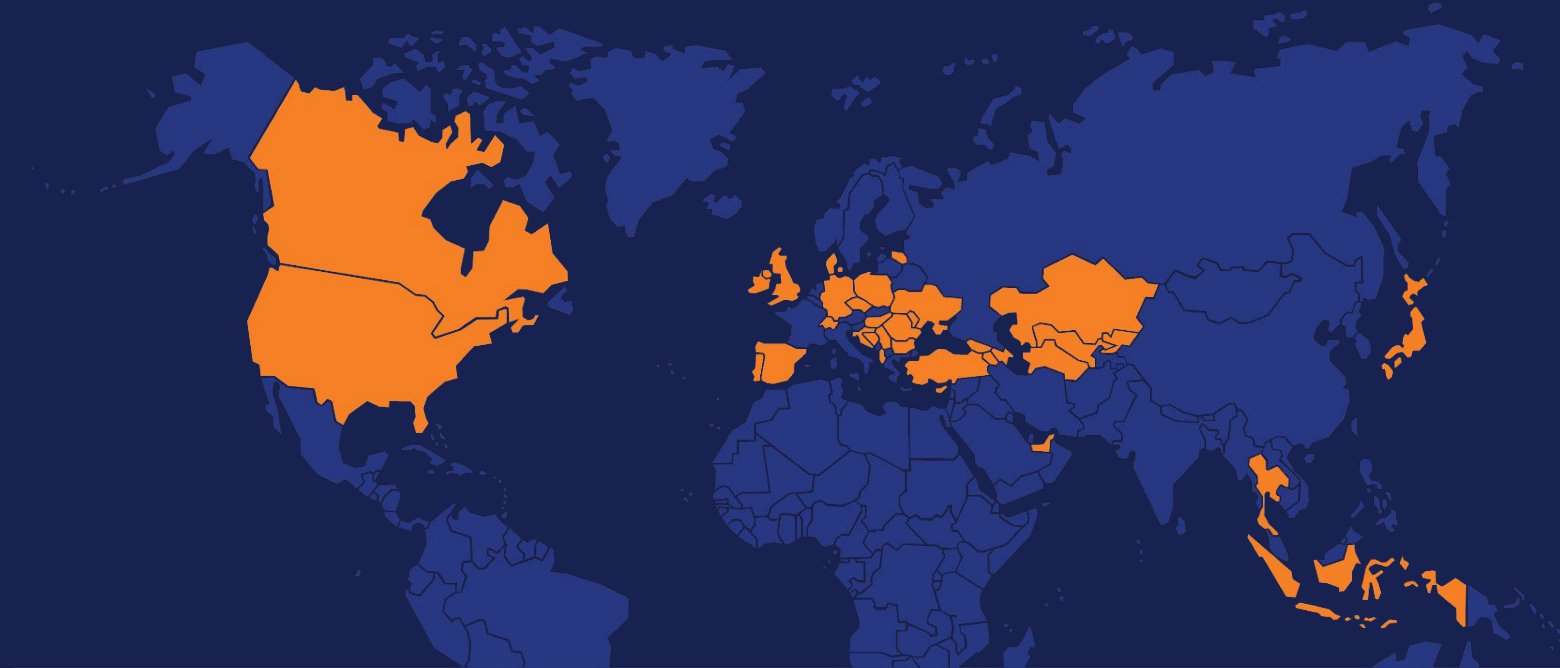
Certified developers
for most gaming
platforms



iLOGOS
WEB3 GAMES

Comprehensive
blockchain-based
solutions

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
- Ireland
- Latvia
- Serbia
- Turkmenistan
- USA
- Georgia
- Indonesia
- Malaysia



**We look forward
to working with you!**



www.ilogos.biz



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