



SFTWR
AGENCY

Game
Development

Doomed Park

Game development, webpage

It was a quiet warm night. On your way home you suddenly found an abandoned amusement park. All your instincts and watched horror movies were telling you, that you should pass it by. But you're so curious... Unfortunately... And now you have no choice but shoot. Hit'em all! Oops, not all. Don't shoot kids. You have only 6 bullets in your revolver, so you have to reload it from time to time by clicking or tapping on a reload sign. That's it.

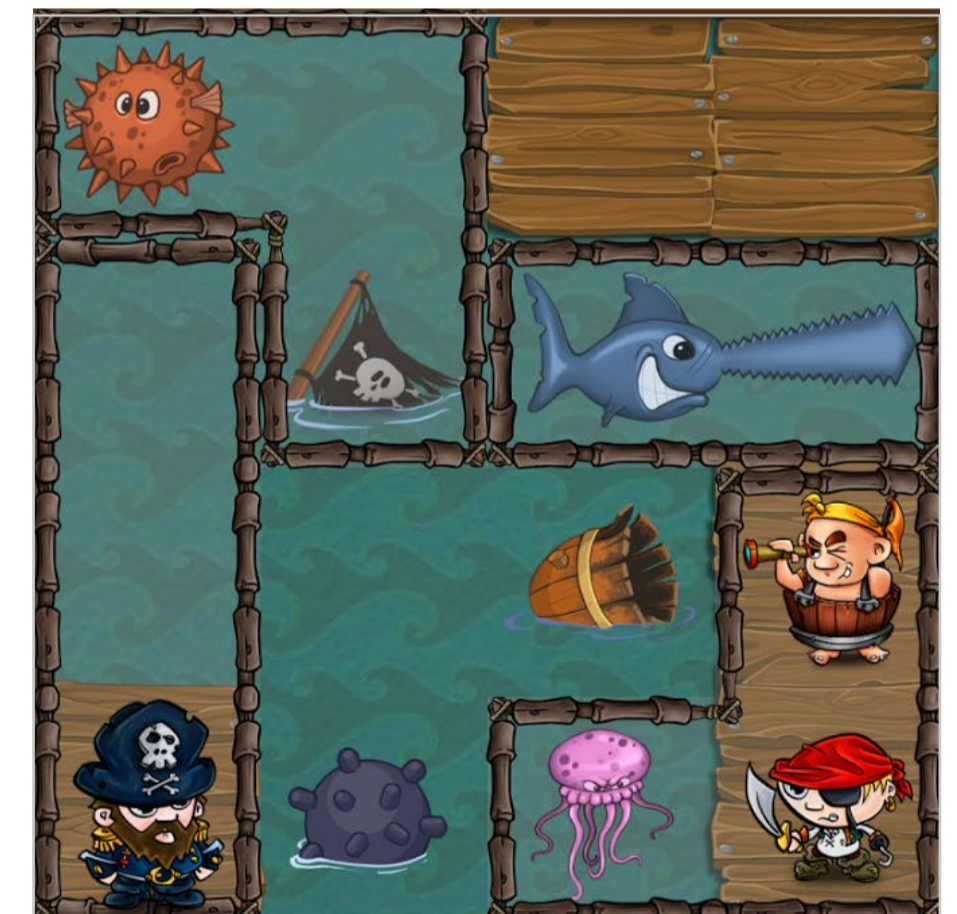
Train your skills and reaction and try to survive!



SHIPWRECKED SHAMBLES

Game development, mobile game

Shipwrecked Shambles is a puzzle game about shipwrecked pirates. We developed it from idea to release. It's a free to play game with in-app purchases and Admob ads. Its art is made in cartoonish style, with bright colors and funny characters. For development we used Unity3d engine and NGUI. It was published together with Diversido Mobile company.



illogical Alex

Game development, mobile game

This puzzle breaks all the boundaries of standard thinking and makes you forget about boring logic. To complete the tasks prepared by Alex especially for you, it is not enough to think with your head, you will need the ability to use all the unique functions of the iPhone and iPad!

1st place among the best AppStore games in Russia in for three weeks.

3rd place among the best games and applications in Rosthese for two weeks.

TOP - 20 of the best games and applications in the USA AppStore for two weeks.



uSudoku Game

Game development, mobile game

The uSudoku app is based on a classic Japanese puzzle game. Its sleek user interface and great music will take you back to the old days of Japan.

It is available in 4 languages: English, Russian, Ukrainian, and German and runs in tablets and desktops with.



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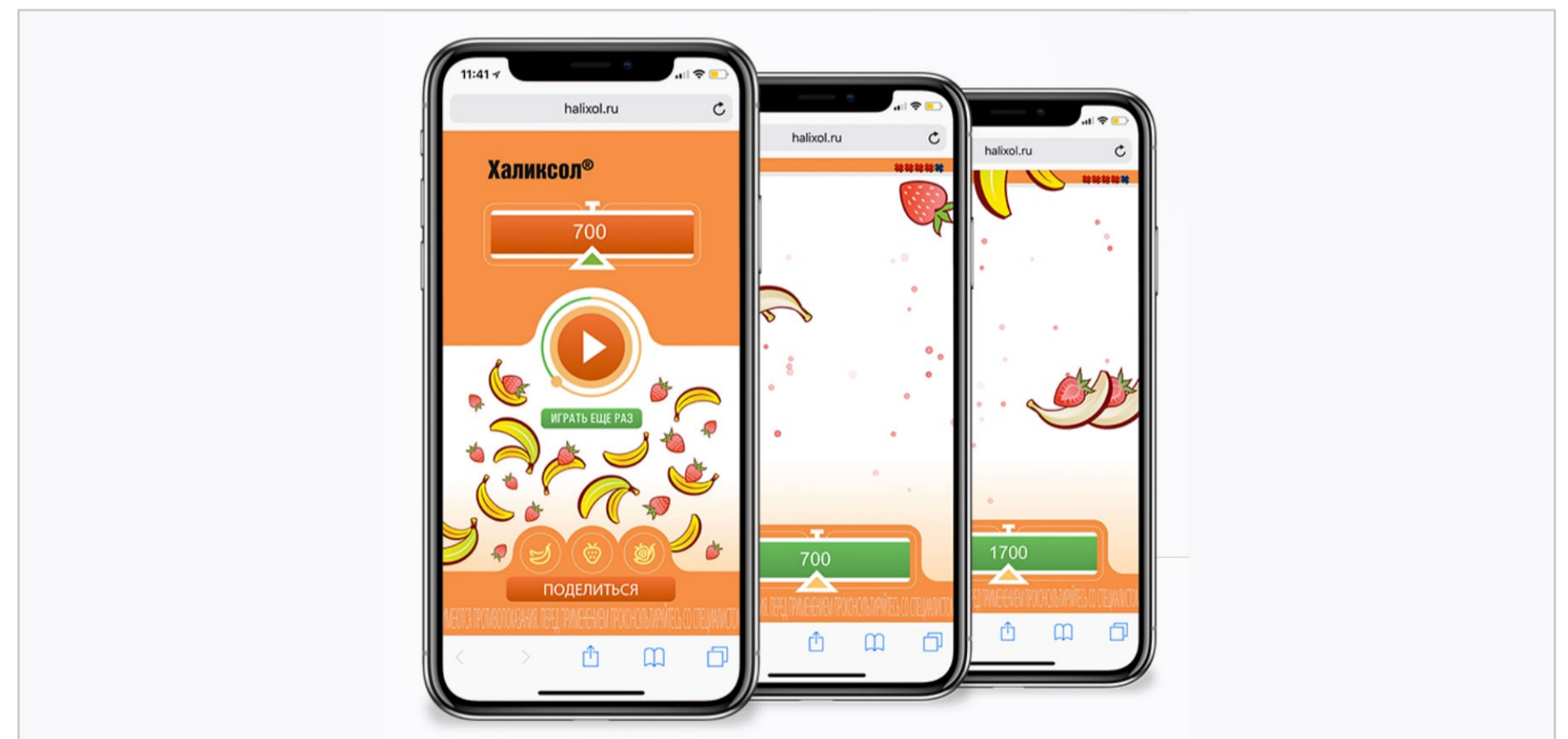
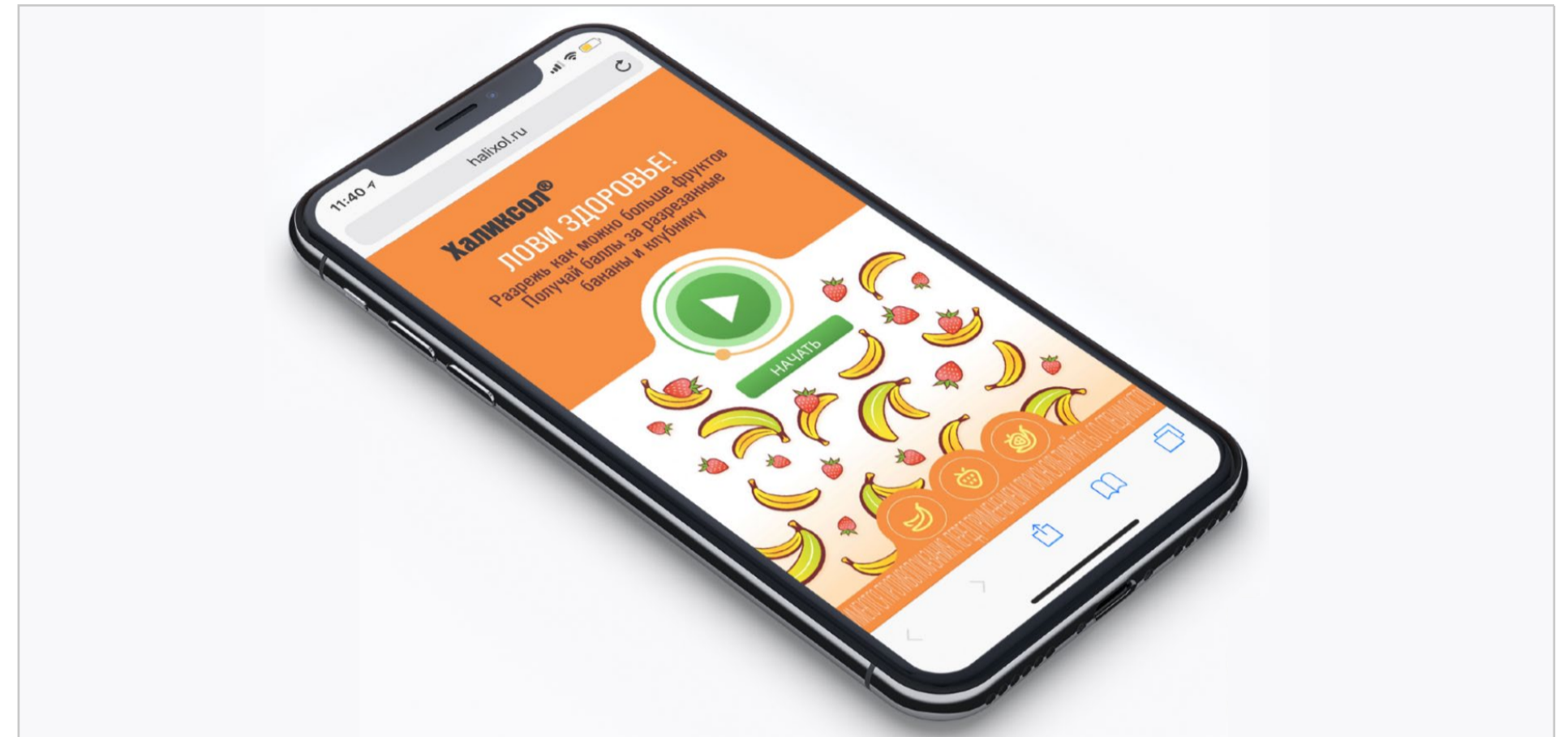
Game development, mobile game

Task

Develop a promotional time-killer cough syrup game.

Result

The user catches fruits falling from the top of the playing field. The user's task is to catch as many falling fruits as possible. Every 15 seconds, the speed of falling fruit is accelerated. The game ends if the user misses 5 fruits.





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