

Game Development (GameDev)

Game development services on Unity, WebGL, Three.js, GoDot

Game development on Unity —

creating 2D and 3D games for PC, mobile devices, VR/AR.

WebGL games —

interactive browser projects without installation: from mini-games to mid-core.

Three.js projects —

3D graphics and gamified solutions right in the browser.

Cross-platform solutions —

publishing a game simultaneously on multiple platforms

Game design and balancing —

designing mechanics, levels, and progression.

3D modeling and animation —

creating game models, environments, and effects.

Monetization integration —

advertising, subscriptions, in-game purchases.

Why choose us:



Experienced developers in **Unity, WebGL, GoDot**, and Three.js



Cross-platform expertise: PC, mobile devices, browsers, **VR/AR**



Custom solutions for genre, audience, and business model.



Fast development of MVPs and prototypes for testing ideas. Availability of our own prototypes.



Support and updates after release.



Transparency of processes and strict quality control.

How we work:

1

Idea and concept

We analyze the task, choose the platform, genre, and key mechanics.

2

Prototyping

We create a basic version with the main game logic.

3

Development

Programming, graphics, animation, UI/UX.

4

Testing

Checking gameplay, bugs, optimization for devices.

5

Launch

Publishing on App Store, Google Play, Steam, web platforms, or internal release.

6

Support

Updates, adding new content, community support.

Benefits of collaboration:

- Experience in creating games of various genres: casual, RPG, shooters, simulators.
- Modern technologies: **Unity, WebGL, GoDot, Three.js**.
- Fast development and flexible sprints.
- Optimization for different devices and browsers.
- Support for project scaling and audience growth.

Cases

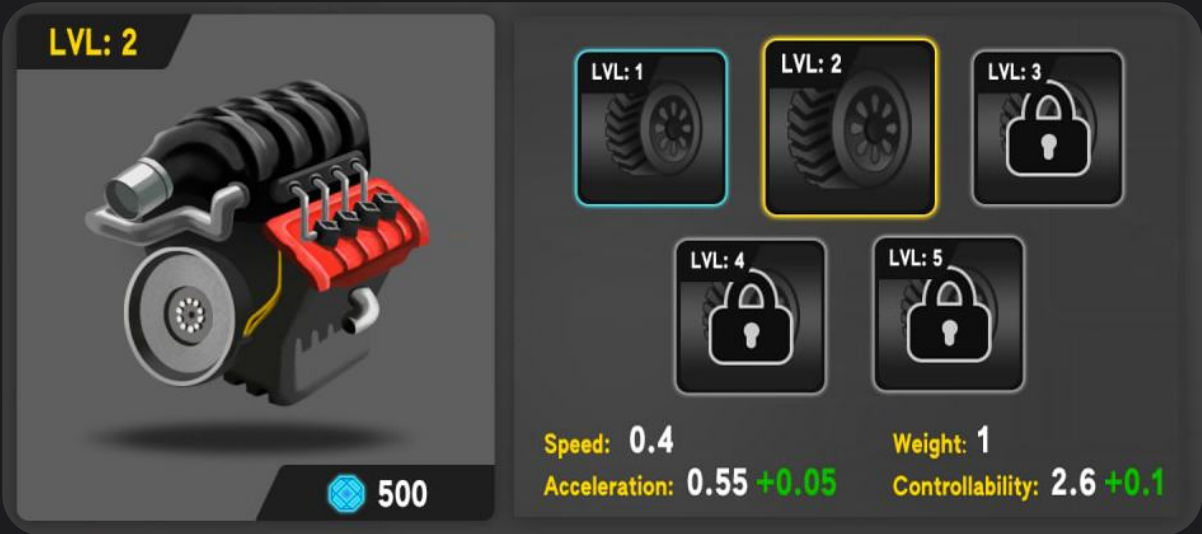
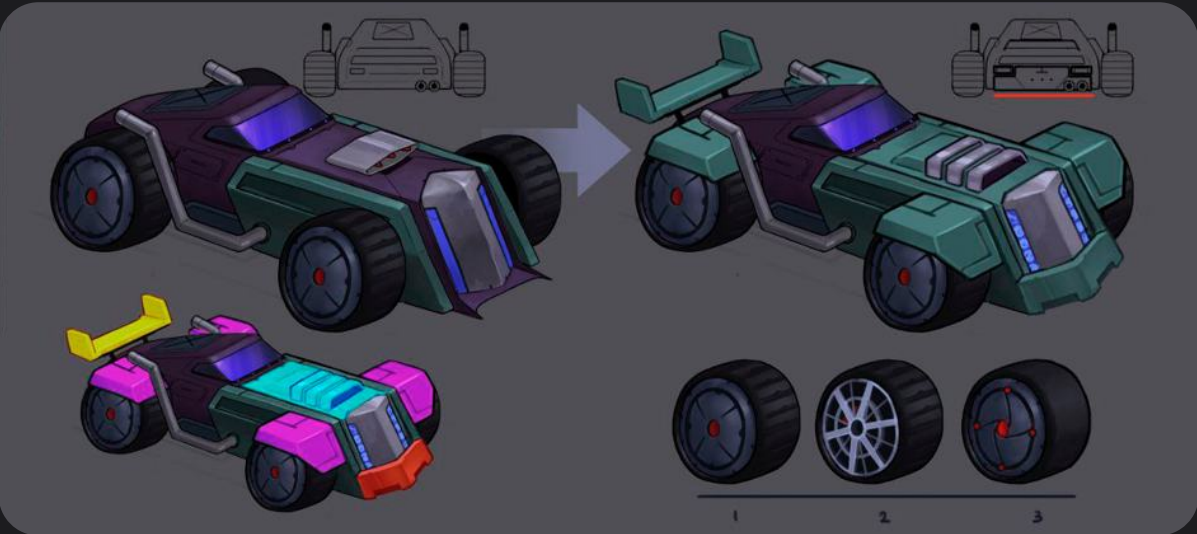
Turn-based strategy in a fantasy setting With Fire And Sword

Genre: Turn-based strategy
Platform: Unity



Mortal Motors game in a futuristic setting with locations on different planets.

Genre: Arcade Action Racing
Platform: Unity for Meta Quest



Game Second Term

A casual game where the goal is to cover as much distance as possible by controlling the balance of a flying bird.

Genre: Casual

Platform: Unity



VR games on Unity

— full immersion effect for the gaming audience

Outpost Watch Breach Horizon.

An immersive multiplayer VR project developed for the Meta Horizon Worlds platform, focusing on dynamic gameplay with target shooting and communication. The goal is to defend the base from drones in cooperation with other players.

Genre: VR Action-Shooter / Arena Survival Social VR

Platform: Meta Horizon Worlds

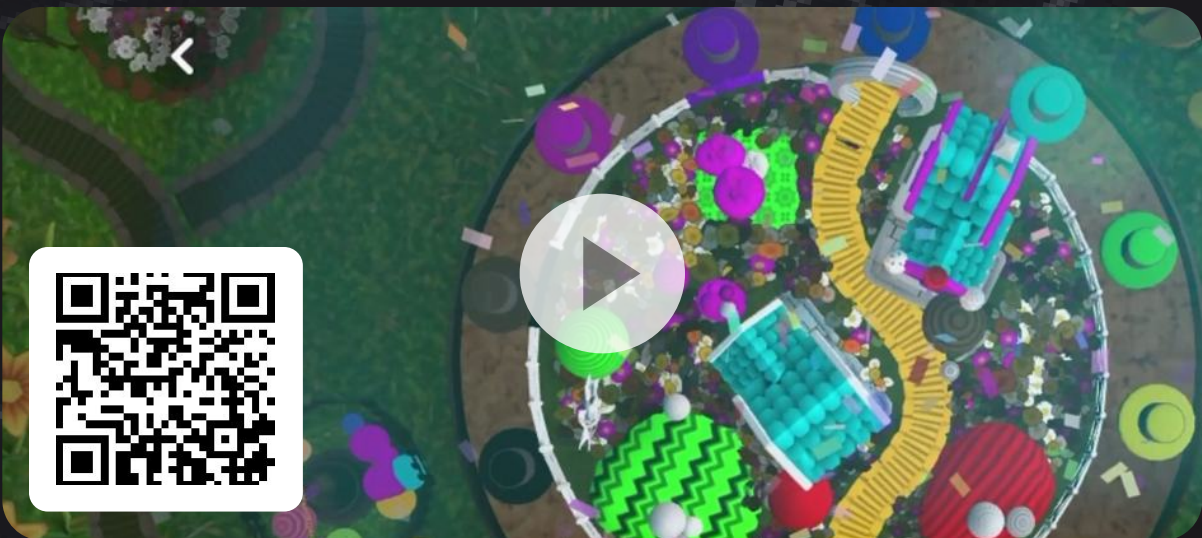


Easter Magic Workshop

A socially-oriented VR environment (world) for the Meta Horizon Worlds platform, designed for relaxation, collaborative creativity, and informal communication. The project is positioned as a "chill space" where the focus is on creative self-expression and creating an atmosphere of tranquility.

Genre: Social VR / Creative Sandbox

Platform: Meta Horizon Worlds



F.A.Q.

What platforms are supported?

PC, iOS, Android, browsers (WebGL), VR/AR.

How long does development take?

From 1–2 months for simple games to 6–12 months for large projects.

What technologies do you use?

Unity, WebGL, Three.js, GoDot.

Can monetization be integrated?

Yes — in-game purchases, advertising, subscriptions.

Do you guarantee quality?

Yes — regular testing, optimization, and stability control.

Do you support after release?

Yes, we provide updates, bug fixes, and new content.