

Remote Studio Transformation (RTS)

Set up your studio for effective game development in the cloud

Highly experienced IMS Engineers will dive deep into your local IT infrastructure setup and development workflows and will provide clear next steps on how to best set up your studio for effective game development in the cloud across global and remote teams

What it is

The total engagement is **10 working days**: The initial 3 days will involve experienced IMS engineers looking deeply into your existing infrastructure setup, iteration workflows and systems. They will assess existing practices and look at critical components and tools.

The following 7 days will be used to consolidate findings and to produce a report for your migration, detailing recommended steps forward and best practices. IMS are technology agnostic and will recommend only what is right for your success.

The **deliverable** will be in .pdf form and define clear next steps. There will also be a follow up review call.

Price is fixed at **\$30k USD** (excluding expenses where applicable).



“With IMS we have a team of top tier engineers who live and breathe multiplayer development underpinning our work as a studio”

Josh Holmes, CEO Midwinter Entertainment



How it works

1. Initial planning call(s) with our experts to understand your requirements and provide access to assets and repos.
2. Access to comms platform, code repos, team etc.
3. Timeboxed engagement with LiveOps specialists from our team
4. Delivery of report with assessment and clear actionable next steps that we can assist with if desired.

Why do it

- Improve Iteration Speed
- Improve Development Practices
- Improve infrastructure utilization
- Use Best-in-class Technologies