Remote Studio Transformation (RST)

Set up your studio for effective game development in the cloud

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v1.0

Azure

The challenge with remote game development:

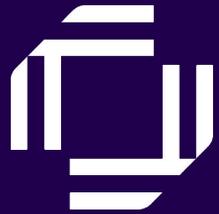# Lift your IT infrastructure from the office into the cloud

Developer workstations

— Allow your team to work from home or anywhere in the world without sacrificing productivity

— Reduce the cost and complexity of managing and shipping physical hardware globally

— Onboard new talent or contractors faster without being disrupted by fragile global supply chains

— Easily configure and spin up new virtual workstations for your developers on demand

— Access powerful GPU VMs as virtual workstations

Cloud CI/CD Infrastructure

— Highly secured cloud infrastructure that can be access from anywhere

— Scalable cloud infrastructure that can handle different stages of development

— Optimize the compile time and infrastructure expense

— Fast binary distribution for all users regardless of location

— Centralized build farms that remove the need for migrating configuration update from distributed build clusters

IMS
Improbable
Multiplayer Services

Tailored solutions from experts for specialist multiplayer backend problems and complex backend tech, so you can keep your team lean and focused on what you do best.

Our areas of expertise:

-Online Services
-Gameplay Enablement
-Game Server Operations
-Developer Effectiveness

Selection of our partners:

EPIC GAMES   NEW WORLD   TECHLAND   zenimax online   MEDIATONIC   gearbox publishing   TOADMAN   NetEase Games

Remote Studio Transformation (RST)

Who is it for?

Game studios with remote workforce

How long does it take?

10 days

What do I get?

A .pdf with a technical breakdown of how to set up your studio for effective cloud-based game development

Pricing?

30k USD

IMS

Inflexion Games
Nightingale

Goal
Deep down in the production of Nightingale, COVID forced Inflexion Games to go fully remote. To ensure collaboration remained effective and iteration fast, the team needed to lift all their local IT infrastructure in the cloud.

What we did
We analysed Inflexion's local IT infrastructure setup and identified bottlenecks for effective remote game development, from access to powerful workstations at home to latency and bandwidth issues when working on the build from home.

We prepared and executed a migration from the existing, local infrastructure to a cloud-based one in less than two weeks enabling Inflexion's developers to contribute from anywhere on virtual workstations and moving supporting infrastructure like Perforce or the build farm in the cloud.

Recently, Inflexion officially announced Nightingale to be released as planned in 2022, supported by the IMS team and thanks to the work and tools they provided.

Result
We set up Inflexion for effective game development just like in the office, but with a team now spread across the globe.

Thank you!

To ask questions or to get started:
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Effective cloud-based game development
[exemplary architecture diagram: hybrid development infrastructure]

Cloud infrastructure | Microsoft Azure

Workstations

Perforce Proxy

Build agents

Storage cache

Build farm

Azure ExpressRoute

Local infrastructure

Workstations

Perforce Master

Build agents

Storage

Dev Kits