BACKEND ENGINE

REALTIME MULTIPLAYER – FEATURE RICH - SCALABLE

Cloud Scalable · VIP · Shop · Daily Events · Leagues · Game Balancing · Tiered Ranking

Player vs Player · Hard / Soft Currency · City Progression · Chest Mechanic · Taunts · Shop Deals · Messaging · More...

Game Modes · AI · Friends · Player Management · Live Ops · Ads · Collectibles

We invested in building our engine to run and operate card games. Slashing game development costs, operational costs and streamlining Live Ops.