



DROPPY: ADVENTURES

The active arcade iOS game

AN INTERESTING FACT

The product contains only exclusive graphics and sound materials.

PROJECT TEAM

*2 Developers
Artist
Part-time designer
Game designer
Sound producer
Project manager
Test engineer*

AWARDS

- *KRI Awards 2013
Best Debut Nominated*
- *KRI Awards 2013
Best Mobile Game*
- *KRI Awards 2013
Best Casual Game*
- *iHeartThisApp.com
App of the Week*

TECHNOLOGIES

*Cocos2D
Box2D
Objective-C
SmartFox Server*

CHALLENGE

DESCRIPTION

Dropy: Adventures is a casual iOS game with active arcade gameplay and colorful graphics. The application includes the Internet-based multiplayer mode and several control schemes.

CHALLENGE

The project was our first game development experience, so the task was flexible, expanding as the game concept was growing. The basic challenge was to create the original concept and mechanics and implement them, including not only the code but also game, graphics and sound design.

DECISION

SOLUTION

First, we have developed the game concept, design and the working application that supports single and multiplayer modes. The latter utilizes the SmartFox Server technology for request processing. The game is created with the Cocos2D engine, requiring to create every frame of animation in Adobe Photoshop.

Three control schemes are implemented: by buttons (with customizable placement), swiping or tilting a device with the usage of its accelerometer. The game logic uses the state machine and path finding algorithms. The application is integrated with Game Center, leaderboards and achievements included.

SUMMARY

Dropy: Adventures is an active casual arcade game for iOS that supports both single and multiplayer modes developed with Cocos2Ds and SmartFox Server. The project is created after the original game concept and utilizes the exclusive graphic and sound content.