KEVURU GAMES

GAME PORTING EXPERTISE

PORTFOLIO



www.kevurugames.com

CORPORATE FACTS

Our main aspiration is to create exceptional products that stand out and provide maximum satisfaction to our customers.

We stand shoulder to shoulder with our clients working on the most striking projects.

12
YEARS
ON THE MARKET

166%
YEARLY REVENUE
GROWTH

100+
HAPPY CLIENTS READY TO
RECOMMEND KEVURU GAMES

350+
HIGHLY SKILLED
EMPLOYEES

TOP 10 WORLD GAME PUBLISHERS
Our clients are included in Forbes TOP 10 List of the most powerful entertainment publishers in the world

TOP 20 WORLD BEST PC GAMES
Engaged in development of Top 20 Ranked Games

LONG-TERM CLIENT PARTNERSHIP
Average client partnership extends to 3+ years

100 MILLION+ ACTIVE GAMERS
Enjoying games developed in partnership with Kevuru Games

GAME PORTING SERVICES

PORTING GAMES INTO VARIOUS PLATFORMS

We conduct a thorough analysis of your product to ensure a seamless release. Our team can also port your game during development, enabling simultaneous multi-platform releases. Whether it's porting to PC, PS, Android, or iOS, we've got you covered.

PORTING GAMES INTO VARIOUS TECHNOLOGIES AND ENGINES

Our experienced team excels in using engines like Unity, Unreal, and custom solutions. Whether moving from Unity to Unreal, Godot, Cocos, or custom engines, we provide comprehensive support, refining game architecture, designing systems, mentoring developers, and maintaining code quality.

PLATFORMS:

TECHNOLOGY STACK:

ENGINES:

OUR GAME PORTING PROCESS

RESEARCH

- Gather information before estimation (genre, features, multiplayer)
- Analyze source code, identifying challenging areas in FPS
- Estimate adaptation needs (platform features, gamepad integration, multiplayer services, platform-specific features like DualSense on PS5, engine/plugin upgrades, optimization, certification, potential issues with materials and meshes)

MAIN PORTING PHASE

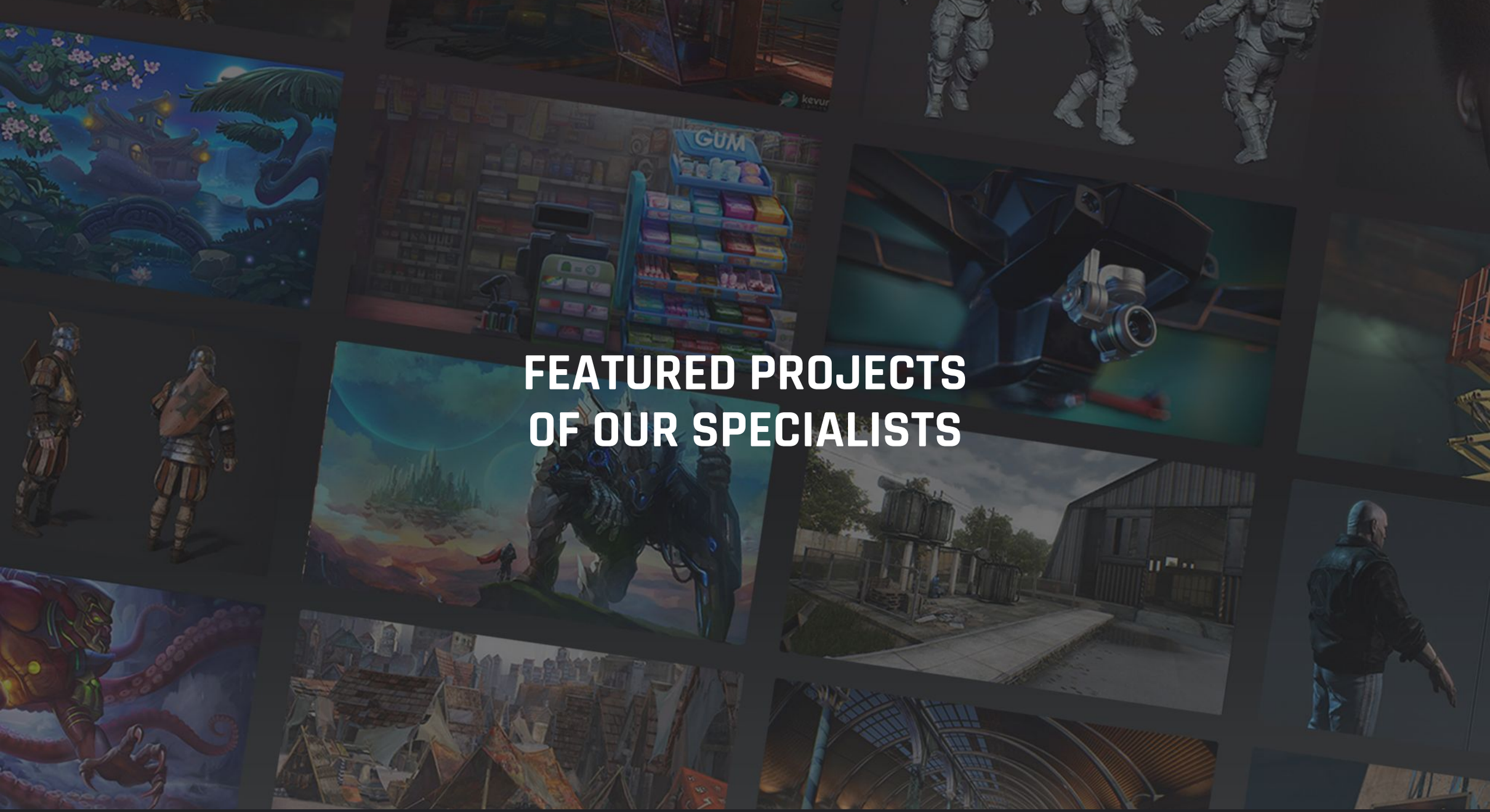
- Polish game physics and graphics
- Fix critical bugs with high priority
- Fully adapt controls and UI to final versions
- Optimize CPU/GPU per platform requirements
- Continue bug fixes and polishing

PRE-DEVELOPMENT AND STABILIZATION

- Install SDK and engine
- Upload project files to Git or perforce
- Upgrade engine if necessary and stabilize build to address initial issues
- Fix game process crashes, especially those blocking gameplay
- Adapt controls for game completion
- Adapt UI for usability

CERTIFICATION/FINAL

- Implement and ensure certification requirements
- Prepare documentation and forms for partners.



FEATURED PROJECTS OF OUR SPECIALISTS

ASSASSIN'S CREED UNITY

"Assassin's Creed Unity" is an action-adventure game that transports players to the heart of the French Revolution in 18th-century Paris. With its rich historical setting, parkour-style movement, and stealth-based combat, "Assassin's Creed Unity" offers an immersive experience that lets you relive a pivotal moment in history and become a master assassin.

MORE DETAILS



Type of cooperation: Engineering services

Genre: Action-adventure

Technologies: C++, Python, Anvil, Uplay

Platforms: PC, PlayStation 4, Xbox One, PlayStation 3, PlayStation 4, Xbox 360

ASSASSIN'S CREED BROTHERHOOD

Assassin's Creed Brotherhood is a 2010 action-adventure game by Ubisoft Montreal. Set in Renaissance Rome, it follows Ezio Auditore as he battles the Templar Order. Key features include recruiting and training assassins and a new multiplayer mode. Praised for its engaging story and detailed recreation of Rome, it's a standout in the series.

MORE DETAILS



Type of cooperation: Porting to Mac

Genre: Action-adventure

Technologies: Anvil engine, OpenGL

Platforms: PC, PlayStation 3, Xbox 360

ASSASSIN'S CREED III

Assassin's Creed III is a 2012 action-adventure game by Ubisoft. Set during the American Revolution, it follows Connor Kenway, a half-English, half-Mohawk assassin. Featuring parkour, stealth, and naval combat, the game is praised for its historical setting, engaging story, and innovative gameplay.

MORE DETAILS



Type of cooperation: Porting from Consoles to PC

Genre: Action-adventure

Technologies: Anvil engine

Platforms: PC, PlayStation 3, Xbox 360

FAR CRY 4

"Far Cry 4" is an exhilarating open-world action-adventure game that transports players to the breathtaking but perilous landscapes of the Himalayas. "Far Cry 4" offers an immersive gaming experience that challenges players to survive and thrive in a land of danger and opportunity. Venture into the wilds of Kyrat, confront a ruthless dictator, and determine your own path in this action-packed adventure.

MORE DETAILS



Type of cooperation: Porting from Consoles to PC

Genre: First-person shooter, open-world adventure

Technologies: Dunia engine

Platforms: PlayStation 4, Xbox One, Microsoft Windows, Amazon Luna, Google Stadia

FAR CRY: PRIMAL

"Far Cry: Primal" takes players on a prehistoric journey, set in the ancient land of Oros. In this unique installment of the Far Cry series, you become Takkar, a skilled hunter and warrior striving to survive and build a tribe in a world filled with wild animals and hostile tribes. With an immersive Stone Age setting, primitive weapons, and a struggle for dominance, "Far Cry: Primal" offers a fresh and challenging experience.

MORE DETAILS



Type of cooperation: Engineering services

Genre: Action-adventure, open-world survival

Technologies: Dunia engine

Platforms: PlayStation 4, Xbox One, Microsoft Windows, Amazon Luna, Google Stadia

FAR CRY 5

“Far Cry 5" is a riveting open-world action-adventure game set in the fictional Hope County, Montana. Players find themselves in a rural community under the oppressive control of a doomsday cult, led by the charismatic Joseph Seed. With a vast open world, thrilling gunfights, and a story of resistance, "Far Cry 5" offers an immersive gaming experience. Explore the American heartland, rally allies, and take on a fanatical cult in this action-packed adventure.

MORE DETAILS



Type of cooperation: Engineering services

Genre: First-person shooter, open-world adventure

Technologies: Dunia engine

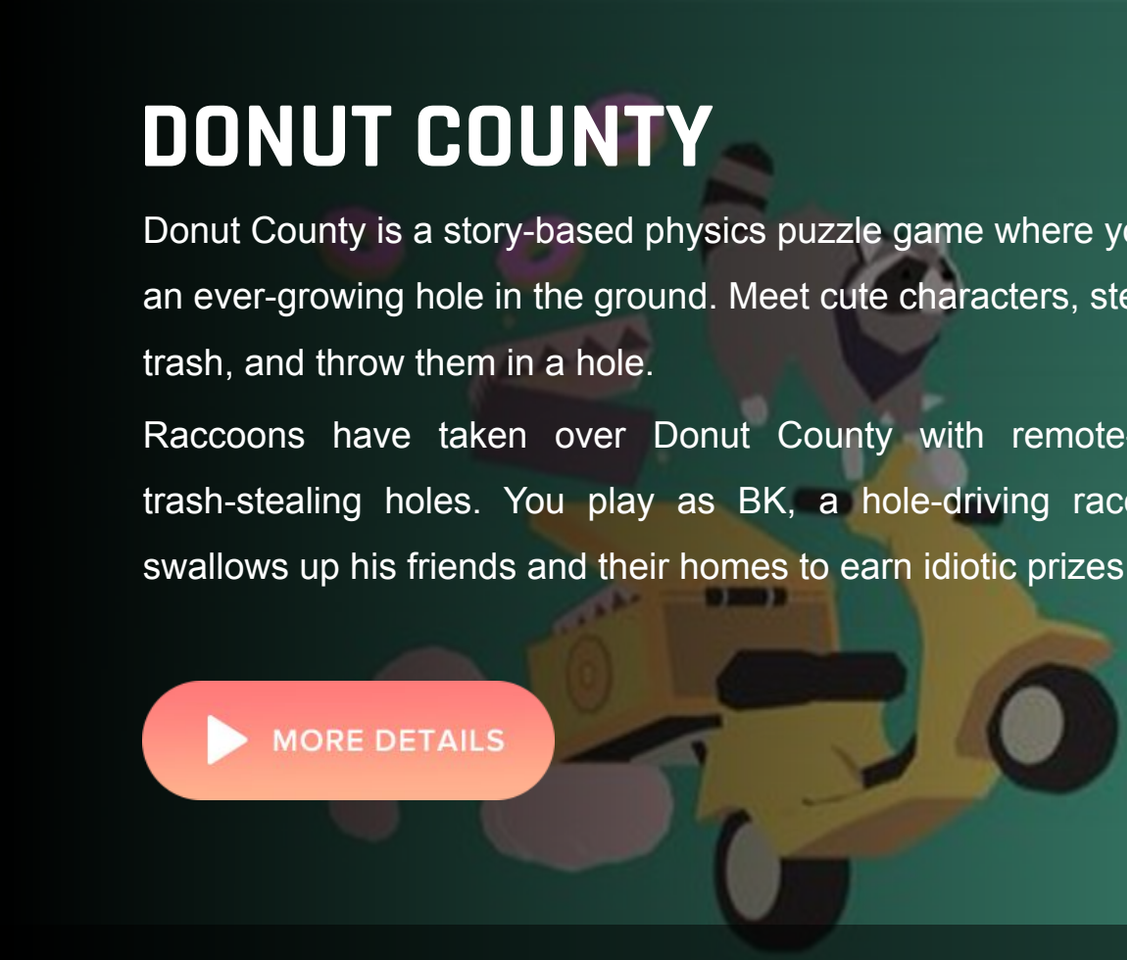
Platforms: PlayStation 4, Xbox One, Microsoft Windows, Xbox Cloud Gaming, Google Stadia, Amazon Luna

DONUT COUNTY

Donut County is a story-based physics puzzle game where you play as an ever-growing hole in the ground. Meet cute characters, steal their trash, and throw them in a hole.

Raccoons have taken over Donut County with remote-controlled trash-stealing holes. You play as BK, a hole-driving raccoon who swallows up his friends and their homes to earn idiotic prizes.

MORE DETAILS



Type of cooperation: Port from PC to Switch

Genre: Open-world adventure

Technologies: Unity, C#

Platforms: Nintendo Switch, Android, PlayStation 4, Microsoft Windows, iOS, Xbox One, Mac OS

Challenges:

- object shaders had errors and were displayed incorrectly on the screen
- low frame rate

Provided services:

- optimization of heavy levels

ABZÛ

From the artistic mind behind Journey® and Flower®, ABZÛ is a beautiful underwater adventure that evokes the dream of diving. Perform fluid acrobatics as the Diver, using graceful swimming controls. Discover hundreds of unique species based on real creatures and form a powerful connection with the abundant sea life.

MORE DETAILS

Type of cooperation: Port from PC to Switch

Genre: Open-world adventure

Technologies: Unreal Engine 4, C++, WWise

Platforms: Nintendo Switch, PlayStation 4, Microsoft Windows, Xbox One

Challenges:

- many changes were made to the renderings of the project by previous developers;
- outdated version of Unreal Engine;
- optimization of levels.

Provided services:

- the project was transferred to a newer version of Unreal Engine;
- restructured the level system and optimized the loading speed of levels.

WHAT REMAINS OF EDITH FINCH

Winner of Best Game at the 2018 BAFTA Game Awards, as well as Best Narrative awards at the GDC 2018 Choice Awards, 2018 SXSW Gaming Awards, and The Game Awards 2017, What Remains of Edith Finch is a collection of strange tales about a family in Washington state.

MORE DETAILS

Type of cooperation: Port from PC to Switch, PS5, XSX, IOS

Genre: Open-world adventure

Technologies: Unreal Engine 4, C++, WWise

Platforms: Nintendo Switch, PlayStation 4/5, Microsoft Windows, Xbox Series X/S, iOS,

Challenges:

- problems with porting custom text in the game;
- some game mechanics and sounds were broken on consoles;
- outdated version of Unreal Engine.

Provided services:

- changed the render pipeline to fix text issues on consoles;
- adapted game mechanics and sounds;
- migrated the project to a newer version of Unreal Engine.

ASHEN

Ashen is faithful to the 'souls' genre of stamina-based combat, introducing players to a punishing yet satisfyingly vast world. But here's the twist - no two gameplay experiences are alike. Whether you're exploring bogs, investigating a fjord or pillaging an old palace, where you are at any given moment will dramatically alter the course of your adventure. It's a brutal open world you're just living in it.

MORE DETAILS

Type of cooperation: Port from PC to Switch, PS4, UWP

Genre: RPG, adventure, fighting

Technologies: Unreal Engine 4, C++, WWise

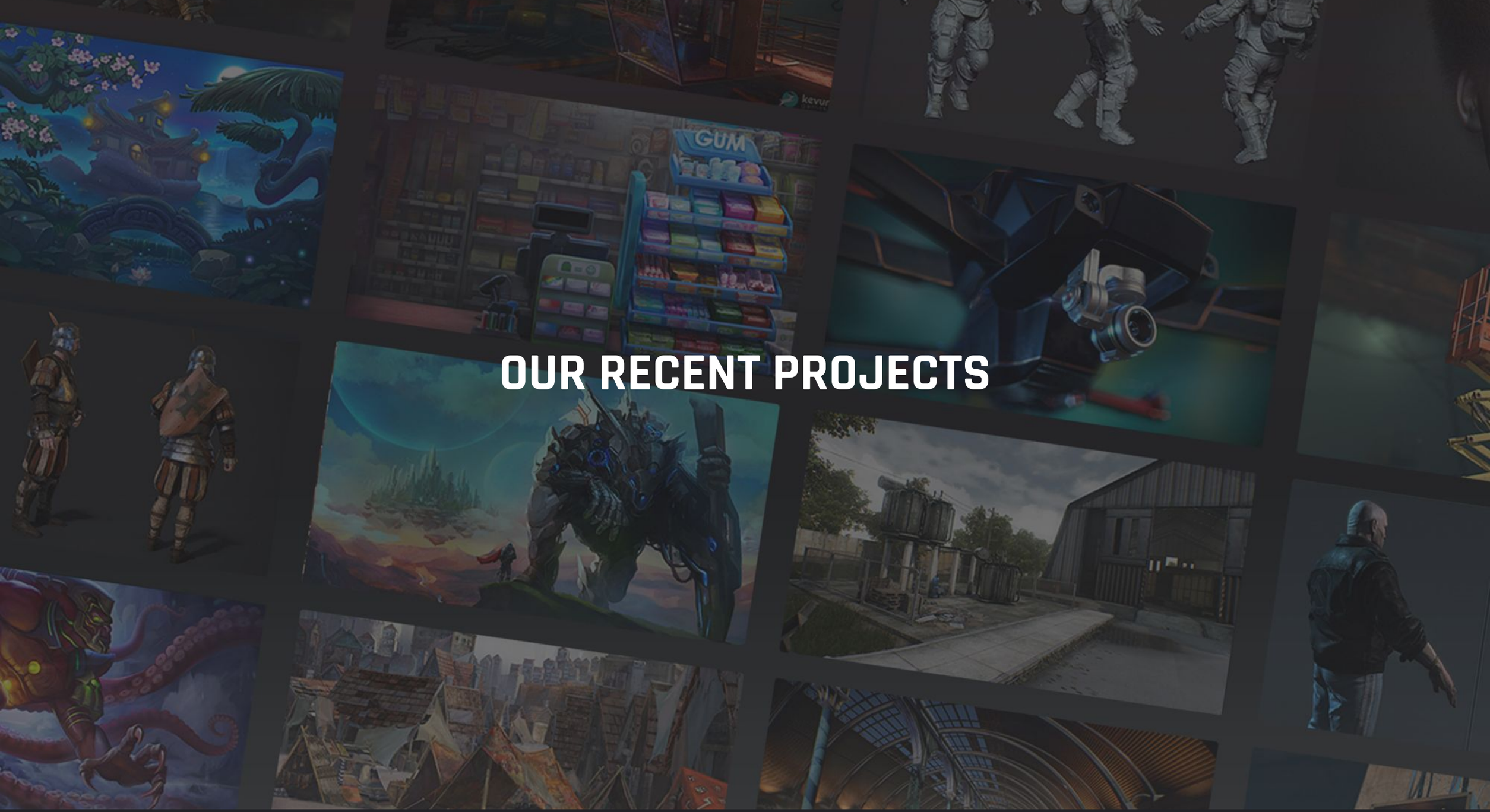
Platforms: Nintendo Switch, PlayStation 4, Microsoft Windows, Xbox One

Challenges:

- navigation issues after UE update;
- problems with the operation of sounds and skeletons on devices with weak performance characteristics.

Provided services:

- adapted the old version of the navigation logic to the updated version of UE;
- optimized audio and skeletal meshes to improve game frame rate.



OUR RECENT PROJECTS

POPPY PLAYTIME CHAPTER 2: FLY IN A WEB

Poppy Playtime is a first-person survival-horror game where players assume the role of a former employee of the toy company Playtime Co. Chapter 2 continues the chilling journey through abandoned toy factory where the protagonist ventures deeper into the facility. The player must navigate new areas, solve complex puzzles, and face terrifying enemies, including the unsettling antagonist, Mommy Long Legs.

MORE DETAILS



Type of cooperation: Porting from PC to PS, Xbox, Switch

Genre: Horror

Technologies: Unreal Engine 5.4

Platforms: Microsoft Windows, Nintendo Switch, PlayStation 4, Xbox One, Android, IOS

POPPY PLAYTIME CHAPTER 2: FLY IN A WEB

The **green GrabPack hand** adds new puzzle mechanics, letting players transfer power and navigate complex areas. With intensified chases, chilling atmosphere, and deeper lore, Chapter 2 amplifies the terror as players uncover Playtime Co.'s dark past.

Chapter 2 combines engaging puzzles, dark storytelling, and a creepy atmosphere to keep players on edge as they uncover the sinister mysteries lurking within Playtime Co.

MORE DETAILS



Challenges:

- Dynamic lighting and light volumes caused performance issues on consoles due to hardware limitations.
- Low-quality geometry from external sources hindered light baking and optimization
- Excessive draw calls caused performance issues due to unoptimized level design.

Provided services:

- Replaced dynamic lighting with static baked lighting to ensure consistent performance across all platforms.
- Optimized geometry and reworked lightmaps to achieve optimal performance and visual fidelity.
- Employed static mesh combining

ABOUT CLIENT: THE NAME IS UNDER NDA

COMPANY DESCRIPTION

This distinguished game studio has made significant contributions to the world of interactive entertainment. With a track record of producing innovative and immersive storytelling experiences, the studio has garnered critical acclaim and a dedicated following. Their portfolio includes a range of successful titles, including notable **hits in the horror genre and captivating teen-horror games..**

Established in 2008, the studio has grown to accommodate more than 350 talented individuals who work across a diverse range of storytelling titles.

One notable achievement includes a BAFTA award, showcasing their excellence in game development and narrative design. Their games have consistently received critical acclaim, with players and reviewers alike praising their ability to create immersive and emotionally engaging experiences.

In the horror genre, this studio has left an indelible mark, with their titles becoming synonymous with spine-tingling thrills and suspense. Their commitment to crafting intense and atmospheric gameplay has resonated with a wide audience.

Moreover, this studio's dedication extends beyond game development. They actively collaborate with charities and educational institutions, demonstrating their commitment to making a positive impact beyond the gaming world.

THE PROJECT IS UNDER NDA

The game stands as an enthralling and suspense-packed collection of independent interactive horror games. Within this captivating anthology, players delve into a sequence of chilling and frequently harrowing journeys, where their pivotal choices influence the destinies of the characters under their guidance.

Every installment in the series presents a one-of-a-kind, spine-tingling narrative, delivering an immersive and emotionally charged experience rooted in the horror genre. With its unique storytelling style and atmospheric presentation, the game beckons players to confront their deepest fears while navigating the treacherous realms of enigmatic and shadowy tales.

TYPE OF PROJECT: Interactive drama, survival horror

TECHNOLOGY: UE 4.26

PLATFORM: Nintendo Switch, PlayStation 4, PlayStation 5, Windows, Xbox One, Xbox Series X/S

COOPERATION OVERVIEW

CHALLENGES/SOLUTION

Here you can find out what challenges the company faced and what request the client came to us with, as well as what solution we proposed to solve this problem.

Challenges:

The ultimate objective of the project was to enable the seamless execution of multiple AAA titles from the game on mobile platforms, specifically Android and iOS. The client possessed an extensive and matured codebase, which had been under development for over a decade. The Kevuru team was tasked with the mission of adapting and optimizing this technology for compatibility with Android and iOS, leveraging Unreal Engine 4.26 as the foundation, with a significant portion of the codebase written in native C++.

Solution:

The Kevuru team opted for the migration of game data to a more resource-efficient format. This strategic decision facilitated the execution of games on hardware with lower specifications.

COOPERATION OVERVIEW

PROCESS/RESULT

Here you can find out how we organized the process to solve this challenge and what results we achieved

Process:

1. Utilize the existing sources of the AAA project, which were built upon Unreal Engine 4.26.
2. Execute a specialized commandlet designed to migrate all data into a more streamlined and lightweight format.
3. Refine the new project for compatibility with the designated mobile platforms, ensuring that the game closely resembled the original in terms of gameplay and experience.

Result:

We successfully delivered the initial level of an established AAA game that now operates on both Android and iOS platforms. This achievement was accomplished while meeting the minimum hardware requirements, with the game being playable on devices as old as the iPhone 5S.

ENGAGEMENT MODELS

We offer services to our clients based on several engagement models that can be tailored to meet your specific needs. You can select one of available models or combine them. We are ready to help by choosing a best matching model for you.

BUSINESS MODELS

FIXED PRICE

We offer innovative software solutions at a fixed price that is based on the detailed specifications of the project.

TIME AND MATERIAL (T&M)

T&M pricing involves rates for flexible procedures and agile project execution. This model is suitable for long-term projects with changing requirements.

OPERATIONAL MODELS

OUTSOURCING MANAGED DELIVERY

We offer not only an experienced team capable of providing services but also managed delivery to ensure end-to-end fulfillment of all services.

DEDICATED TEAM

A dedicated offshore team is offered as an extension to your own infrastructure with the full support and access to all resources and facilities.

CLIENTS REVIEWS



““Kevuru Games’ flexibility and willingness to work quickly despite all issues resulted in a successful product upon first review. They produced good work, and the end product has positive reviews and no major crashes.
They provided good feedback, and weren’t afraid of making suggestions that would improve the end product.”

JAMES KUCERA, FORMER HEAD OF MOBILE DEVELOPMENT, BANDAI NAMCO AMERICA



“It was a pleasure working with Kevuru Games. They're very professional and understand the slot business very well. On top of that, they had good suggestions regarding the animations and art style, which we incorporated into our games. I will definitely work with them in the future”

AMICHAI NAVEH MARMOR, GAMES DIRECTOR AT TECHONA



“We were glad to cooperate with such a professional group. The app received a remarkable number of downloads within the first three months. Proactive and responsive, Kevuru adhered to a well-detailed timeline while maintaining open lines of communication. Customers can expect a patient, knowledgeable, and dedicated team”.

NICKOLAJ MIKHAJLICHENKO, CEO

KEVURU GAMES

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