

Design of online multiplayer video games for mobile platform

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June Software, Started in 2010. Studios in Pune and San Francisco.

Indie Games Studio that makes Educational Games via TapToLearn and Real-time Multi Player games.

One of India's biggest gaming studios and have over 35 million downloads spread across their apps and games.

www.junesoftware.com



Project brief



Design a new semi-RPG online multiplayer platform runner from the existing game engine.

Incorporate character progression and define the core loop of the game.

Build a monetization model for the game.

Ninjump Dash



Characters are costumes and does not affect the gameplay.

Power ups are common to all characters.

Weapons add definition to each character, but lacks gameplay involvement.

Character design

Defined four base character classes which are unique visually and in abilities.

Power-ups were re-defined for each character.



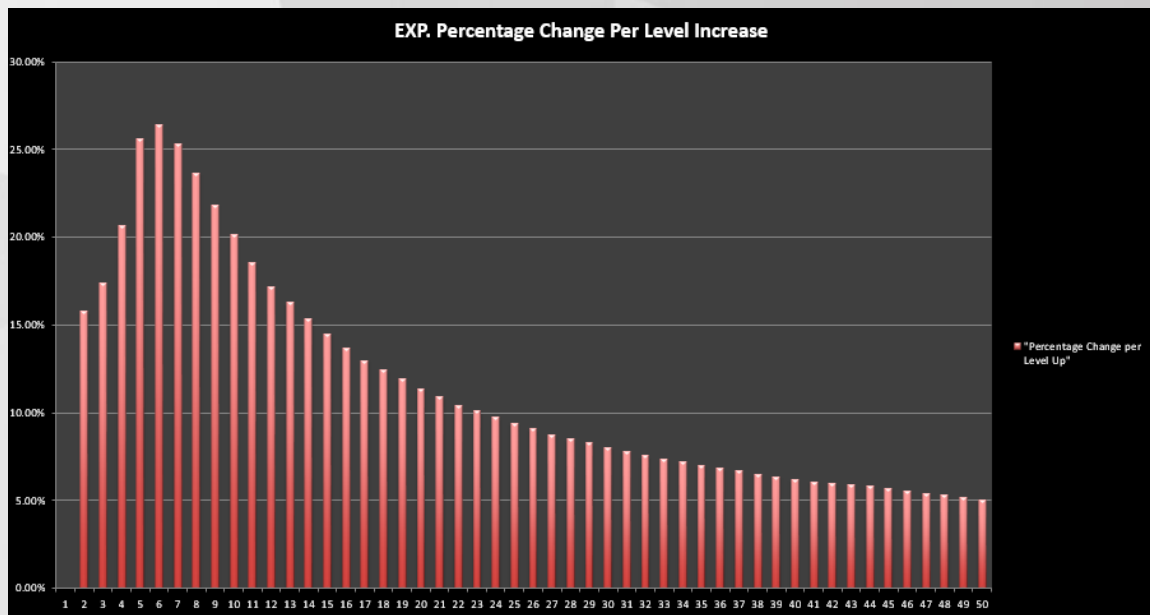
Character progression

Primary Stat	Actions	Base Range
Strength		
	Powerup Throw Speed	2000
	Punchbox Power	400
	Upward Slope Speed Factor	0.8
	Downward Slope Speed Factor	1.1
Agility		
	SuperRunSpeedFactor	1.25
	Run Speed	1150
	Jump Height	240
	Swim Speed	360
	Upward Slope Speed Factor	0.8
	Downward Slope Speed Factor	1.1
Vitality		
	Punchbox Resistance Factor	0.5
	Freeze Time Effect Duration	2.5
	Freeze Time Speed Reduction Factor	0.3
	Shuriken hit Effect Duration	2.5
	Rocket Hit Effect Duration	2.5
	Hit Effect Speed Reduction Factor	0.3

Parameters of the current game engine were categorized into three base stats for each character.

Update factors for stat increase were calculated and tested in the existing version to balance the game.

Character progression



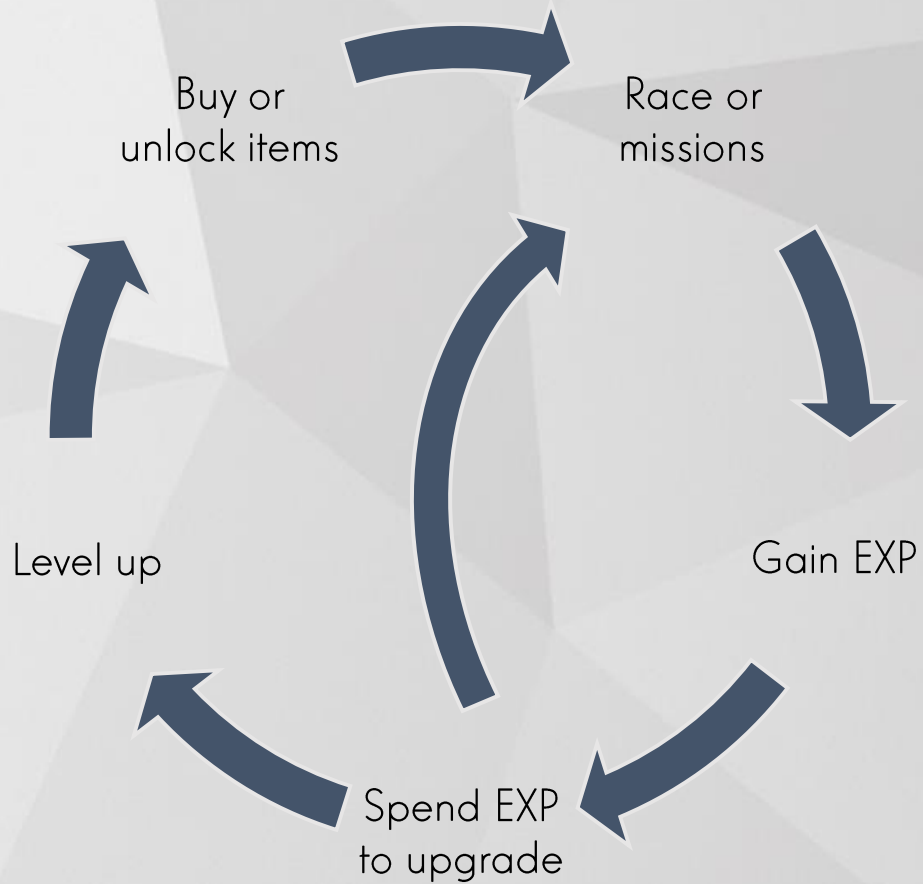
Experience gain and level up system were formed from the stat values.

Each character now levels up in a particular way, guaranteeing different experiences with different characters.

The test values promised a total of 92.2hours of gameplay session from a player to bring one character to its full potential.

Average length of gameplay time reqd. to complete the game	5537.6 Minutes
Wins reqd. to reach max level per Character	3461
Loses reqd. to reach max level per Character	13840

Core loop



Play races or missions to unlock achievements and gain EXP.

The EXP can be spend to upgrade the base attributes of the characters.

Milestones are set where the characters would level up.

Also, items are unlocked at particular milestones. These are rewards or sometimes could be bought.

Gameplay variance



To add variety to the gameplay and character progression, class specific maps were introduced, where one class will have slight advantage.

A persistent world with clans and leagues was sketched out.

Monetization



Fully customizable characters.

Consumables and collectibles throughout the game.

Skins and weapons for characters.



Warrior

DASH



raquelromanp



50



5

Play

Friends

Inbox

Vindicus

The Blood Knight

11



Upgrade



5

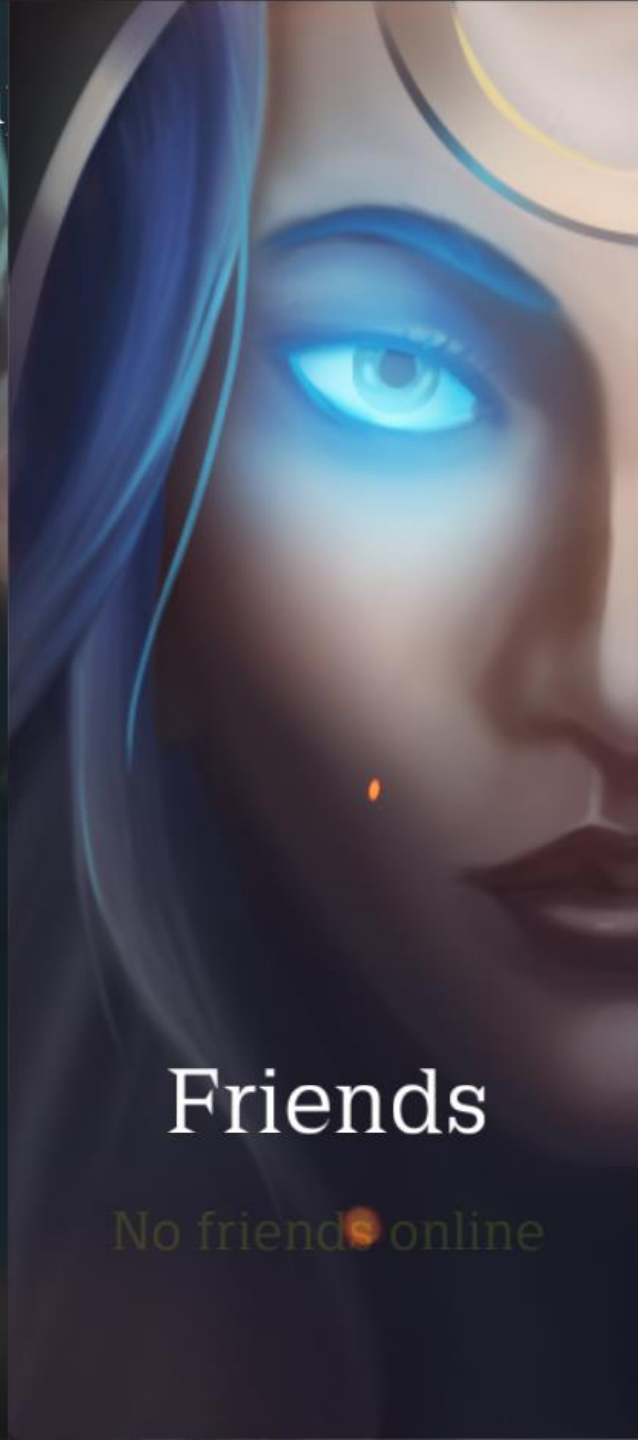


raquelroman

Play

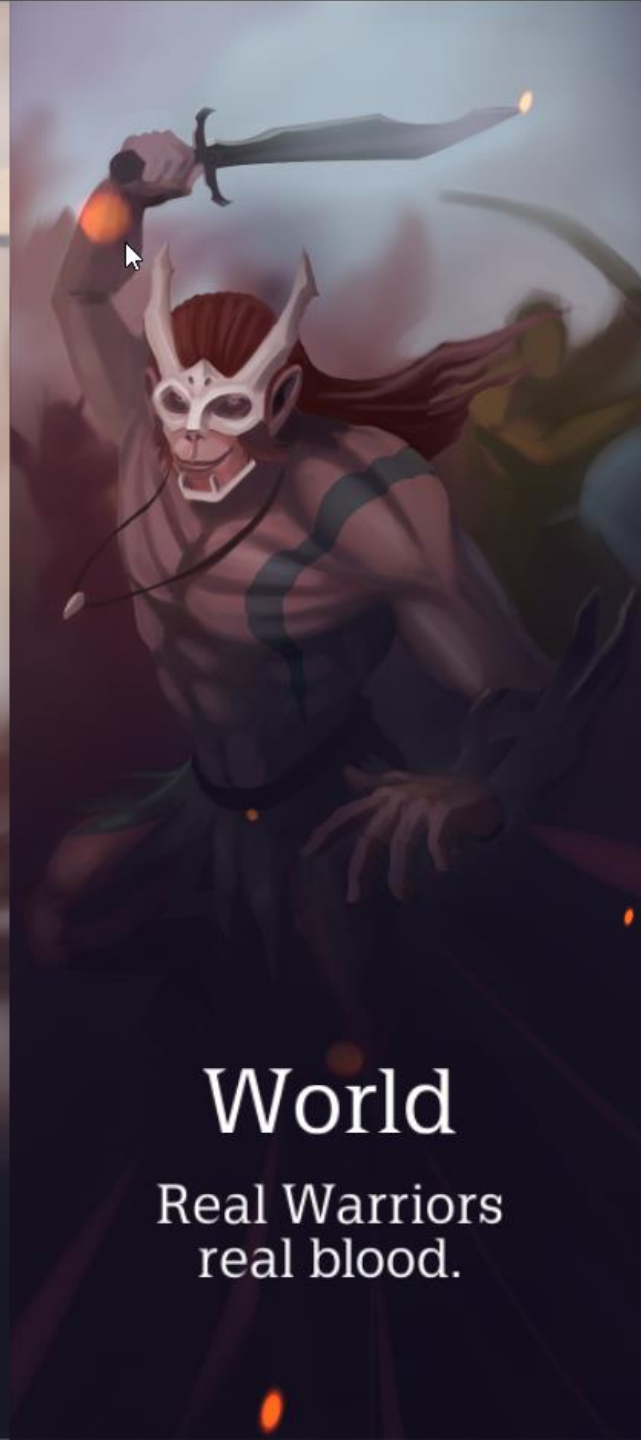
Friends

Inbox



Friends

No friends online



World

Real Warriors
real blood.



Bots

Practice Arena



raquelromanp
1

Waiting...

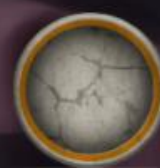
Waiting...

Waiting...

Waiting for players to join...



Ashborne



Dinosaur
Lv 15



Dinosaur
Lv 15



Dinosaur
Lv 15



Dinosaur
Lv 15

Game is starting

Go



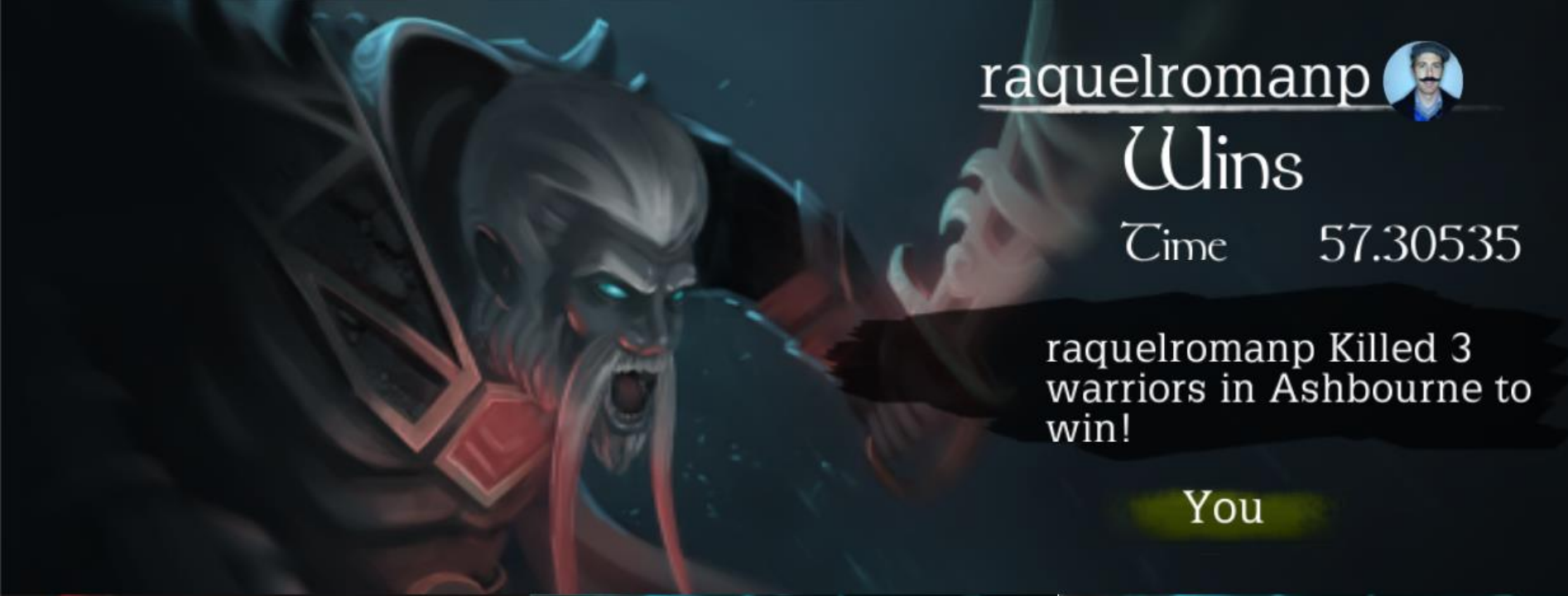
1st

0.00



shborne





raquelromanp



Wins

Time 57.30535

raquelromanp Killed 3 warriors in Ashbourne to win!

You

Ashbourne

Gold Won  700

New Level

12

Skill Points  5

You Unlocked



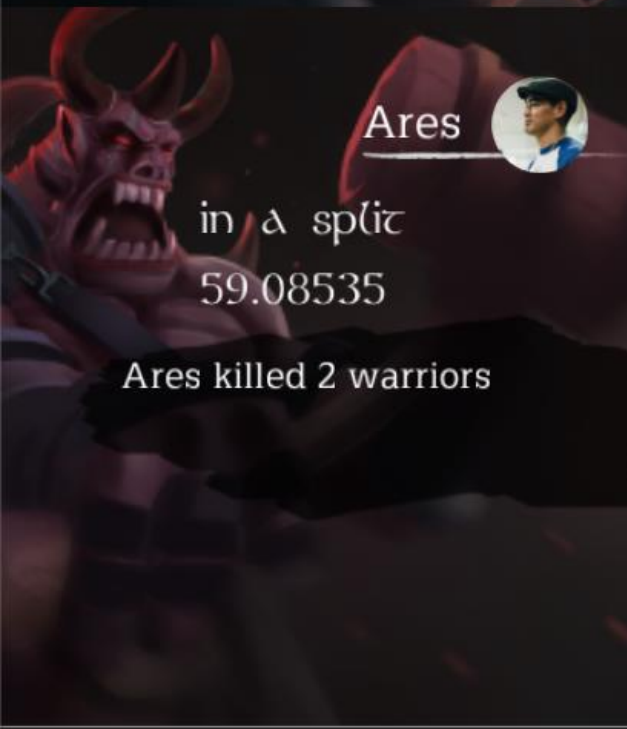
Wind Blade

Blade infused with the power of wind.

+10% Run Speed
+1 Power

Buy  25551

Home Rematch



Ares



in a split

59.08535

Ares killed 2 warriors



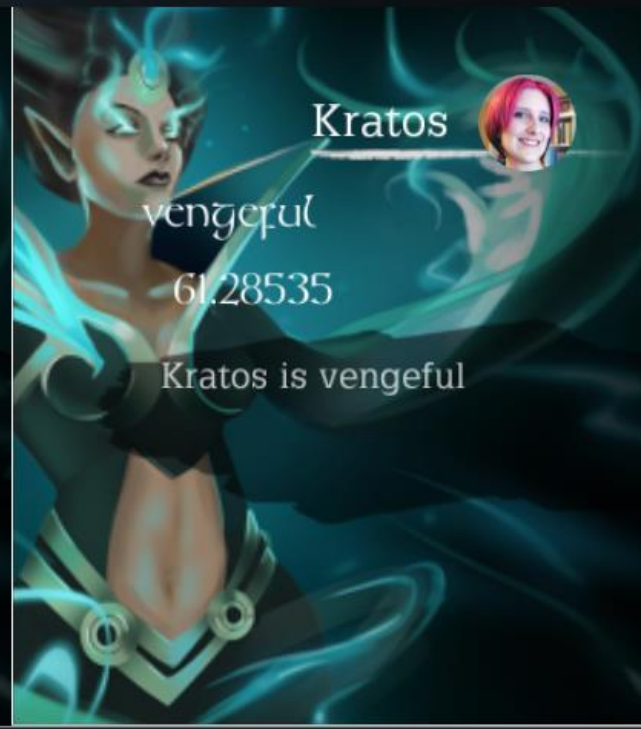
Kratos



almost.

60.40536

Kratos was quick with all the weapons



Kratos



vengeful

61.28535

Kratos is vengeful



rafaelks

50



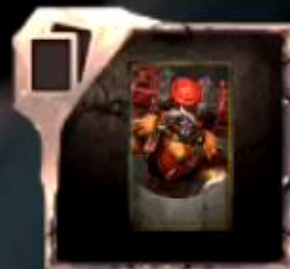
5

Play

Friends

Inbox

Vindicus 11
The Blood Knight



Upgrade



5

Project brief



Game mechanics for the upcoming online multiplayer FPS.

Visualize and lay out interactions for different functionality in the game.

Design User Interface and User Experience to reflect the modifications in the core interaction loop.

MASK
GUN



PLAY



INBOX



FRIENDS



STORE



Grenadier9





TEAM DEATHMATCH

Play 3 vs 3



DEATHMATCH

Free for all



EQUIP BATTLE CARDS

06



DEATHMATCH

THE YARD

RShooter



GreenBeret



Player13



CrazyShark



JOIN



100

1:54





BENELLI XM104 SHOTGUN

 100000

 10

☆ 300 / 1100

- DAMAGE 20
- FIRE RATE 75
- RANGE 15
- MOBILITY 5.7
- RELOAD TIME 2
- CLIP SIZE 8



 1500

BUY



300



ARX 160 ☆ 400



XM104 SHOTGUN ☆ 300



M4A1 ☆ 600



AK-47



MERCENARY
12

18,321 30

PLAY
INBOX
STORE 5
FRIENDS



RUFFRIDER INVITED YOU
FOR A MATCH



SURVEILLANCE MODE

The image features three tactical operators in a combat environment. On the left, two operators are shown from the waist up, wearing helmets with visors and carrying rifles. The operator in the foreground has a red and black helmet, while the one behind has a black helmet with a red stripe. On the right, a third operator is shown from the waist up, wearing a black helmet with a white visor and holding a handgun. The background is a dark, smoky environment with orange and yellow light effects. A large orange 'X' is in the top left corner. The text 'TEAM DEATHMATCH' is prominently displayed in the center, with 'PLAY 3 Vs 3' below it. The word 'DEATHMATCH' is also displayed in a larger font, and 'FREE FOR ALL' is at the bottom. The overall aesthetic is gritty and action-oriented.

TEAM DEATHMATCH

PLAY 3 Vs 3

DEATHMATCH

FREE FOR ALL



OFFICE

MEDIUM RANGE



THEYARD

QUICK CLOSE COMBAT

SURVEILLANCE MODE



MERCENARY USSNIPER
RUFFRIDER USSNIPER

SPOTTED OUR ENEMY

NEED HELP!

GO! GO! GO!

FOLLOW ME

19/30





18,321 30

RED WINS! 5 3

LEVEL UP!

THEYARD TEAM DEATHMATCH



SURVEILLANCE MODE



RUFF RIDER

13 2
KILLS DEATHS



MERCENARY 9MM

11 0
KILLS DEATHS



US SNIPER

9 2
KILLS DEATHS

+293 XP
+713



MARINE CAPTAIN

8 7
KILLS DEATHS



TATIX

7 7
KILLS DEATHS



GAMETHERAPY

4 3
KILLS DEATHS



M4A1 2 ⁺
150/1700

350⁺¹⁵⁰
FIRE RATE

10⁺⁵
DAMAGE

35
RANGE

10⁺⁵
MOBILITY

0.5s
RELOAD TIME

30
MAG CAPACITY



EQUIP

UPGRADE 70



PRIMARY SECONDARY



FIRST BLOOD

03 24:32:21
DAYS HRS MIN SEC

RANK	PLAYER ⁺	SCORE
1	 ENCHAN	6952
2	 ALPHAWOLF	6680
3	 DONTBERUDE	6675
4	 MAX1N	6553
5	 MERCENARY	6488
6	 ZUKA ⁺	5918

CRAFT
AK ELITE V2.0



9 PARTS #1 - 10 6 PARTS #11 - 50 3 PARTS #51 - 200

JOIN

SURVEILLANCE MODE

WORLD FRIENDS **EVENT**

Learning



How a game studio works?

What are the important roles – animators, FX artists, game designer, level designer, UI/UX designers and more.

Familiarize with Technical infrastructure.

An overview of the Production pipeline.

Deconstructing and analysing game mechanics.

Visualizing how to expose the game functionality and experience to players.

Roadmaps and how to pitch a game to investors.

Methods to test a game.

Life cycle of a game



What are the phases of the life cycle of a game from concept to publishing?

KPI metrics, their analysis and what all mechanics works on specific scenarios.



Skills learned

Essentials of Unity 3D game engine.

Introduced to Spine 2D animator.

Hands on with Flurry analytics.

Finally, a month of Counter Strike Global Offensive and Foosball.



Thank you