CASE STUDY #2: nDreams Immersive Experiences

TLMPARTNERS

Summary: Strap on your proton pack and VR headset and step into the world of Ghostbusters in immersive virtual reality. Start your Ghostbusters HQ in a new city, San Francisco, and solve a deep mystery across a new chapter in the Ghostbusters universe. TLM Partners was tasked to create the end to end user experience for a multiplayer expansion. Includes UX/UI design, crossplay technology, matchmaking, and VOIP. Project is currently in production with an expected ship date of Q4 2022.

Actions Taken:

1. NDreams lacked multiplayer experience and came to TLM due to our expertise in crossplay

2. Built and designed backend architecture to support multiplayer

3. Utilized expertise in Amazon GameLift for scaling game servers for session-based multiplayer games

4. Partner requests TLM to quote for PSVR port due to their current experience and our expertise in game ports

The Opportunity:

- UX/UI Design
- VOIP
- PlayStation VR Port (pitching)

The Solution:

- Backend Architect
- Programmer
- 2 Gameplay Engineers
- Producer
- Software Engineer

Game Details:

Modes:	Co-op, Multiplayer, Single Player
# Players:	Up to 2
Release Date:	Coming Soon
Consoles:	Quest/PSVR
Metacritic Score:	NA
Milestone:	NA

Partner Testimonial:

We've enjoyed working with you [TLM Partners] so much that I started thinking about this relationship not in months but for years to come.

Andy Nuttall
Executive Producer nDreams