CASE STUDY #1: Crossplay leads to Single Player campaign

TLMPARTNERS

Summary: TLM initially partnered with Turtle Rock Studios on a 6 month project to co-develop a AAA Horror/Survival shooter Back4Blood published by WB Games. As the project progressed TRS required additional development needs for a single player campaign. TLM brought in the necessary game engineers to not only finish on time (within 11 months), but also on budget. As of March 1, 2022 B4B surpassed 10 million players and was "2021's best-selling new IP on consoles". To date...TLM continues to support TRS with game engineers.

Actions Taken:

1. Performance/Optimization

2. Low Level Engine Development and refactoring

3. Creation and integration of new systems

4. Development of single player experience with little to no supervision

The Opportunity:

- Cloud migration to console
  ◦ 6 developers
  ◦ 5 months
  ◦ Capabilities Discovery

- Developed Single Player Campaign
  ◦ 21 developers
  ◦ 11 months
  ◦ Autonomous deliverable asset

The Solution:

- 2 Technical Directors
- 5 Gameplay engineers
- 2 Senior AI Engineers
- UI Artist
- UI engineer
- Optimization engineers
- Cross Play Stack
- Crowd Tool
- Crossplay Integration

Game Details:

Modes:	Single Player/ Multiplayer
# Players:	1-8
Release Date:	Oct. 7, 2021
Consoles:	PC/PS4/PS5/XOne/Series X
Metacritic Score:	77
Milestone:	Reached 6 million players in 2 weeks

TURTLE ROCK STUDIOS