elia
interactive

About Us

Elia Interactive is a division of ELIA, s.r.o., an independent creative studio resided in Central Europe, Slovakia. As a division, we have been around for more than three years and we focus on creation of intelligent and emotional interactive experience for masses. Since our beginning, we have entertained hundreds of thousands of players worldwide and developed several video games. If you want to know more about our services or products, go through this brochure and do not hesitate to contact us.

Services

There are three key directions we focus on in the Interactive Division. The first one is MMO games creation based on our proprietary technology suite. The second one is the production of either branded or our own smaller casual games. And our third direction is to visualize pieces of the world in real-time, whether it is a client's showroom or a big scenery full of developer's new buildings. Read on to dive into details.

01

MMO *GAMES*

In MMO games, we see the future of mass gaming and we love to create them. We provide full featured gaming solution from the original concept, through the playable prototype to the gold version. We cover the whole process of the game development. We prepare the game design and technical analysis whether we realize our own or client's idea. Together with our partners, we create all necessary assets for the game and for the community web. Subsequently, our game and level designers implement all levels and mechanics that make the game world living. This all can be done thanks to our technology, which also powers our latest game called Tunnelers®.

Technology

During the last three years, we developed a proprietary MMO technological solution that can host different MMO games, specifically from Multiplayer Online Battle Arena (MOBA) genre. When we started to build this engine, we did not see any competitor's technology that we could use and build our first MOBA game on top of it. These days, we do not see it much either. We focus on this specific genre because figures show that gamers are eager to play it.

Our constantly improving technology consists of game client/server, level editor, and tools, which are built for PC platform on top of Microsoft .NET Framework and DirectX. There is also an option to port the engine to Xbox and Windows Phone via Microsoft XNA Framework. Moreover, it is possible to port it to iOS and Android via Mono technology. Key points are:

White Label Solution
We can integrate client's idea, prototype or a finished single-player game into a fully functional MMO game.

Suited for MOBA games
Technology suits very well to top-down or from perspective viewed games (e.g. action, racing, strategy/RTS, RPG games)

Costs Effectivity
One game server can host up to thousands of players depending on bandwidth and HW limits. Unlimited amount of game servers can be quickly added to support the need of sizing.

Full Featured Technology
The technology contains all fundamentals from a 3D game client with auto-updating system, through a multi-instance scalable game server, WYSIWYG level editor to the admin tools that are used to monitor and control the game servers.
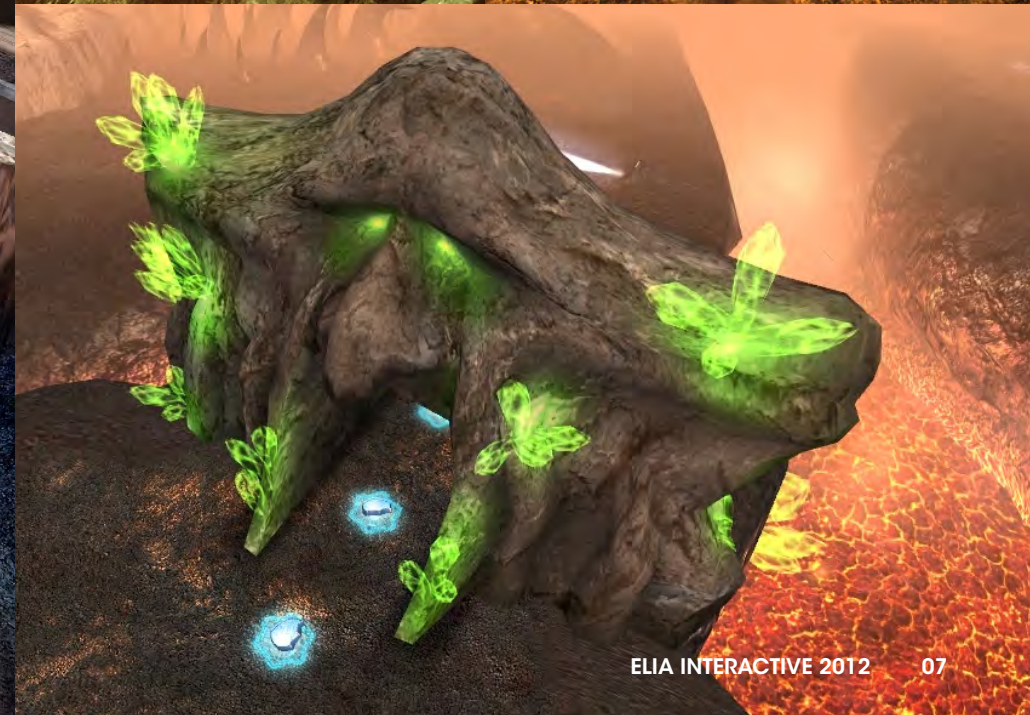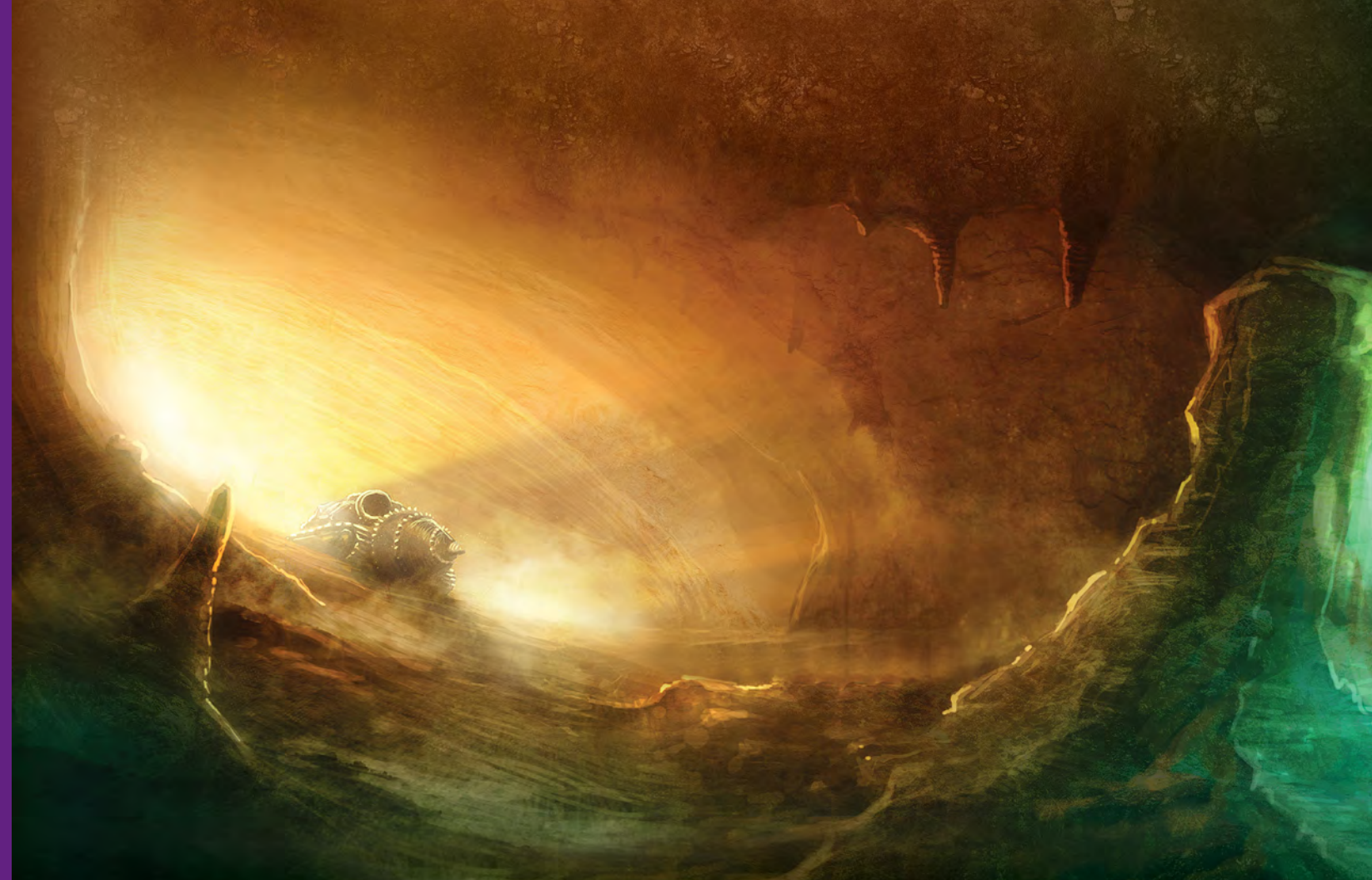
TUNNELERS

Fast paced top-down tank shooter
Terrain destruction in post-catastrophic 3D arenas
Competitive, team-oriented gameplay
Level-up system with unlockable tanks and weapons
Play with friends & matchmaking for fair matches

Dig Your Own Way

A post-catastrophic 3D world, fast-paced deadly combats, tanks with big drills to evaporate the dirt around in the beats of action-driven music will appeal to you in Tunnelers. Tunnelers is a free to play multiplayer online tank shooter game played from the top-down view. It belongs to the emerging MOBA genre with the team-oriented fights in prepared and well balanced maps. Every player grabs a tank with a built-in primary weapon and can equip one from a variety of secondary weapons. There are power-ups scattered all around the maps to instantly recharge the necessary tank shields and energy or to pick them into inventory for the future use. The game was released to open Beta in April 2012. For even more details see the official web.
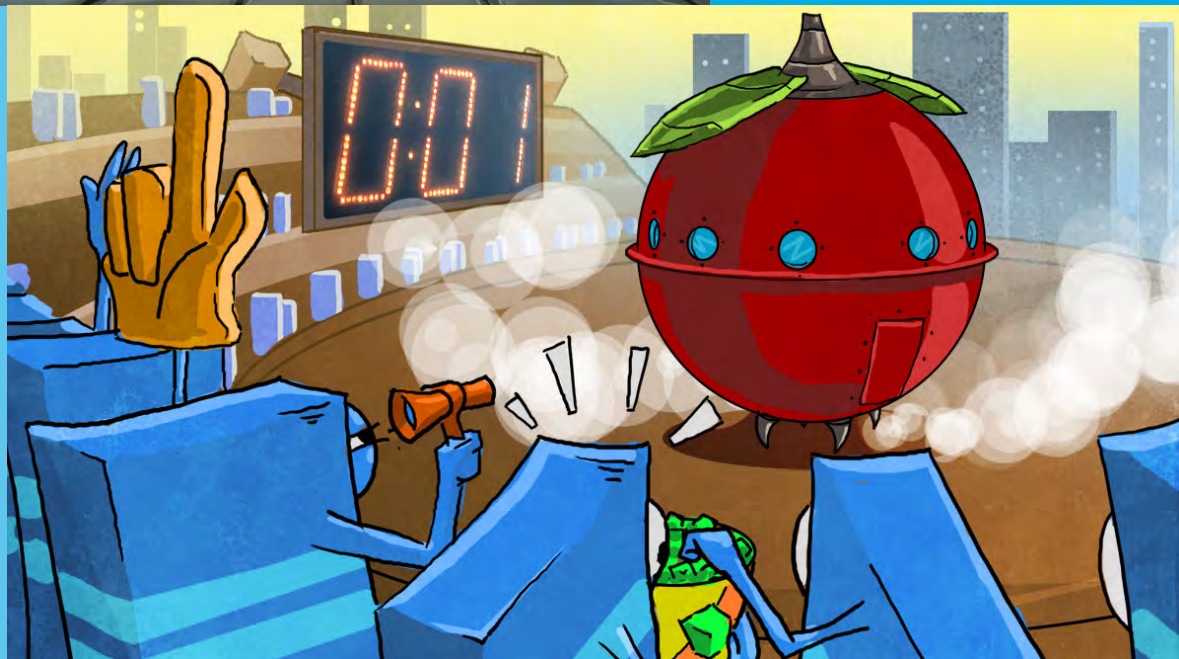
Official web
www.tunnelers.com

Launch trailer
http://youtu.be/B8MbYt4BtSo

02

CASUAL GAMES

As developers we want to bring the joy of gaming not just to hard-core gamers. Moreover our clients want to spread their brand also to the digital world and we help them to reach this goal in an engaging form. During the development of casual games we always distil the core idea or claim, which is usually short and simple. Then we try to express it with a well-taken and funny way. We consider casual games as smaller projects and do our best to keep their production times within few weeks or months. Our service in this area is currently targeted to Facebook and mobile platforms.
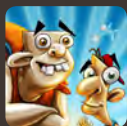
MOVERAMA
Ed and Fred the Movers

Imagine two guys... The first one small, big-lip, full of ideas. The second one tall, mom-loving and a bit simpler. They are Ed and Fred and were born to be the movers. Moverama is a fast action arcade game, where fellow movers catch all the flying stuff and load it to their truck. But moving is a hard job so Ed and Fred have to catch many power-ups to chase the quickly falling things. Moreover, there are filthy bombs that harm the guys every time they don't dodge. Moverama was released for iPhone and iPad. We have also created a short film called 'Ed and Fred - Moving the Farm'. For more information visit the official web at www.edandfred.com

Key Points

Simple 'catch a thing' mechanics with super easy controls
Stylish and cute hand-drawn graphics
Micropayments and store with power-ups
Built on Unity technology
More than 300k units downloaded

Gameplay video
http://youtu.be/cksus77XL0c

Moverama App Store
http://bit.ly/JUDtJb

Ed and Fred short film
http://youtu.be/OogDYiALz9U

03

REAL-TIME *VISUALIZATIONS*

STEP INTO **THE SCENE**

We have been creating 3D visualizations and animations for many real estate developers for more than five years.

Real-time (RT) visualizations are the next step of static images or offline rendered videos. We can either complement or completely substitute the classic process of their creation. The key added value is the interactivity with the environment, what brings much more immersive experience for the audience. High-quality videos and images can be easily rendered right out of the RT visualization. RT visualizations are created using state-of-art third party technology, which is portable to PC, iOS, Android or Flash (Web). Key points of our service are:

Key Points

Tailored Solution
We tailor the solution exactly to the client's needs. Whether it is a full-featured panorama app for tablets, interactive display of the building integrated with the web, or an app for a big-screen installation in a showroom.

Ubiquitous Interaction
In the RT visualization, user walks around the scene and interact with objects, what is not possible in the classic video. For example, user can change colors of the walls, floors or the furniture in future flat while looking around.

Different Data Input
We do not burden our clients with preparation of extra data for us. We can easily implement raw architectonic plans or 3D models provided to us.

RT visualization video
http://youtu.be/ZezNbtLGwx0

Offline rendered animation
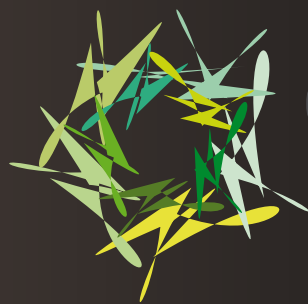http://youtu.be/q-lg6Yr3cuA

CONTACT

Company contact
Elia, s.r.o.
Hviezdoslavovo namestie 7
811 02 Bratislava
Slovakia
email: contact@elia.sk
tel: +421 2 5263 1491

Personal contact
Igor Demovic
Head of Interactive Division
email: igor.demovic@elia.sk
mob: +421 914 323 953