

Service Offerings for Game Publishers and Developers

Offshore outsourced resources offer the promise of faster deliveries, lower costs, higher profits and more. Risks, perceived and real, also exist: security, communication, quality, delivery, timeliness, and others.

Working with Amritt mitigates the risks and maximizes the advantages. Whether you work on console, online, PC, handheld, or mobile games, offshore resources can help at several points on the development cycle.



Design

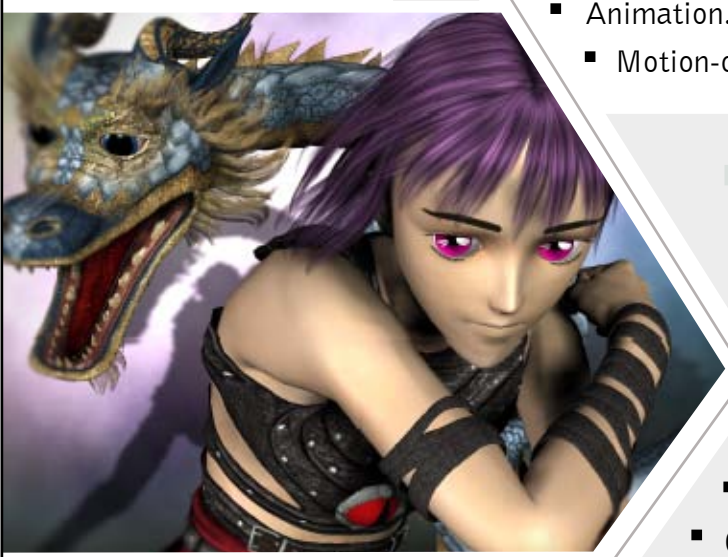
- High-end offshore vendors can deliver turnkey designs.
- Many vendors offer level design skills.
- Completed mobile and casual games are also available.

Programming

- Entire games.
- Tools & Libraries.
 - Special purpose programming.
 - Console-to-console porting.
 - Console-to-PC and PC-to-console porting.
 - Porting of Mobile Games across handsets-BREW, J2ME, Symbian, Smartphone, etc.
 - In-house resource augmentation - adding virtual staff to your resources.

Game Art

- Concept Art.
- Character Design.
- Models.
- Textures.
- Particle Effects.
- Pixel Graphics.
- Cinematics.
- Rigging.
- Animation.
- Motion-capture Cleanup.
- Simulations.
- Virtual Walk-Throughs.
- Both 2D and 3D skills available.
- Photoshop, Maya, 3ds Max and Softimage supported.



Testing

- PC.
- Online / MMORG.
- PlayStation 2.
- GameCube.
- GameBoy Advance.
- Cellular Phones.
- Sony PSP Testing can be arranged.
- Alpha, Beta, compability, standards and functionality testing are available.
- Project based testing for peak loads is one way to utilize offshore teams.
- Run a third (night) shift with your first and second shift.

Contact us as early as possible if you think offshore resources may give you the competitive edge in budget, schedule and capacity. We will check feasibility for you. We will help select the right vendor and minimize pitfalls. We will smooth out cultural and communication issues. We will also provide project management resources to execute actual production.