



**it MATTERS  
GAMES**



## **PORTFOLIO 2018**



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## Years

Founded in 2011 by former AAA devs with the goal to develop games that contain real-world matters.

18+

## Releases

Since its founding iMG has developed over 18 titles for clients all around the globe.

81M

## Downloads

Games developed by iMG have attracted a global audience with over 70 million downloads...

4.5

## Stars

iMGs Games have an average rating of 4.5 stars across iOS and Android.

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# Overview



Download on the  
App Store



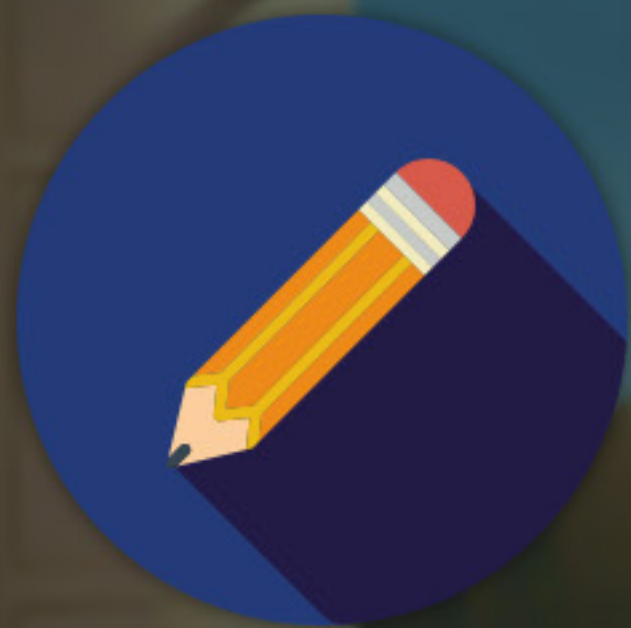
GET IT ON  
Google Play



Available at  
amazon







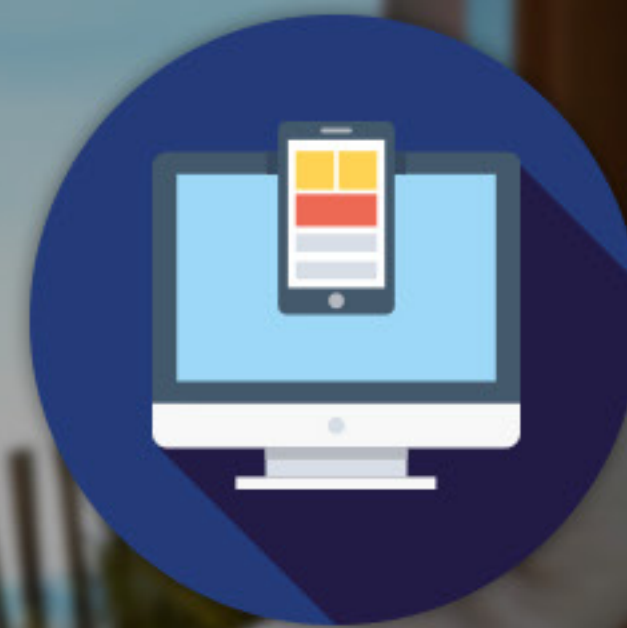
## Consulting/ Workshops

We are offering production and game development expertise to help you find and create the solutions you need for your game.



## Co-Production/ Cooperation

We are always looking for co-production and cooperation options to develop interesting and engaging titles.

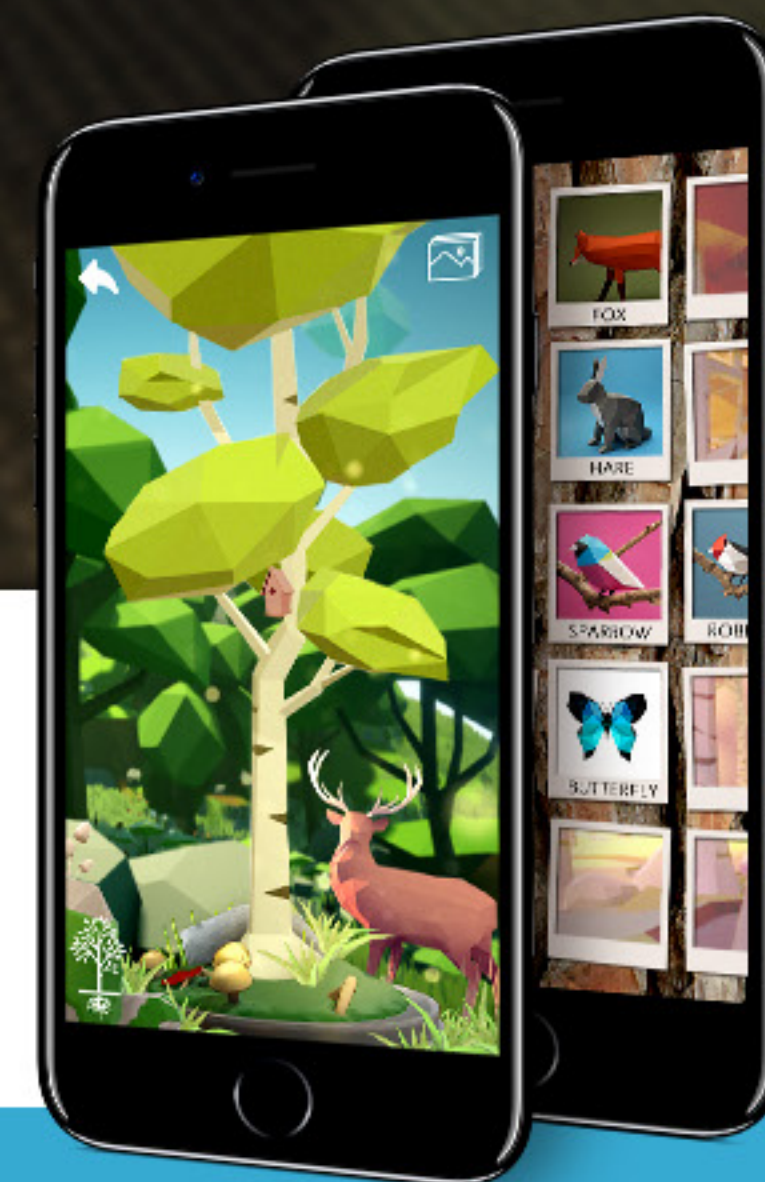


## Game Development

We provide services for all aspects of game development, from concept to finished product.

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# Our Services







Download on the  
App Store

GET IT ON  
Google Play

WebGL

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Current Projects | Playmobil: The Explorers





## Playmobil: The Explorers

★★★★★

Downloads: 100.000+

Release: May 2018

Client: Playmobil, Geobra Brandstätter GmbH

Genre: Endless Runner

Platform: Android, iOS, WebGL

Audience: all ages (GDPR compliant)



### Featureset:

- Promotional game for a new physical toy line from Playmobil!
- Low poly game art based on original high resolution playmobil data
- 4 different fully animated vehicles for jungle, ocean and mountain level
- Showroom that demonstrates the physical toy line in lush 3D



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Current Projects | Playmobil: The Explorers





**My Dolphin Show**

Download on the  
App Store

GET IT ON  
Google Play

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**Current Projects | My Dolphin Show**





## My Dolphin Show



Downloads: +50 Million downloads

Release: May 2013, 90+ content and feature updates since

Client: Spil Games

Genre: Arcade Game

Platform: Android, iOS

Audience: 6+



## Featureset:

- 13 worlds, 200+ level, 1400 tricks sets!
- Level Editor with 200.000+ user created levels!
- Character Customization with 80+ costumes!
- Multiplayer Mode with 25.000+ daily active users!
- Over 40.000 daily multiplayer sessions across three leagues!

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# Current Projects | My Dolphin Show







Downloads: 18 Million  
Release: Feb '15



5



Downloads: 7 Million  
Release: Mar '16



Downloads: 3 Million  
Release: Nov '17



Selection

| Hotel Games







## PetHotel



Awarded with the Tommi Children-Software-Award 2017

Downloads: 3 Million

Release: Apr '17

Client: Tivola Publishing GmbH

Genre: Management & Caring Game

Platform: Android, iOS, Amazon

### Featureset for all Hotel Games:

- Vividly animated animals with dynamic and random behavior!
- Engaging mini-games and rewarding mission system!
- Unlockable hotel customization with improving stats!
- Frequent updates and multiple features in app stores!



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Hotel Games | PetHotel







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Current Projects | Caravan







## Caravan - our own IP

Rating: "mostly positive" on Steam  
 Release: Sep 2016  
 Publisher: Daedalic Entertainment  
 Genre: Management, Adventure, RPG  
 Platform: Steam, GoG, Retail (PC, Mac, Linux)  
 Audience: Casual -Mid Core, all ages

### Featureset:

- A mission-based adventure story in five chapters, heavily influenced and infused with arabian nights folklore
- Barter and Fight in a unique, surprisingly strategic dice-based rock paper scissors mini-game
- The 2D art style of the game is based on historic portuguese murals
- Dynamic day and night cycles tint the world in timelessly fabulous vistas



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Current Projects | Caravan





## Salmon Race

Client: Tivola Publishing GmbH  
Release: Aug '16  
Purpose: Runner Game that teaches children about the life cycle and environment of salmons.



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## Sidekick Cycle

Client: Global Gaming Initiative. LLC  
Release: Aug '13  
Purpose: Free2Play mobile game with a bike charity integration for kids!



## Vocationium 2 Go

Client: Institut für Talententwicklung  
Release: Feb '17  
Purpose: An edutainment app that helps students prepare for the vocationium2go job fair!



Selection

| Serious Games



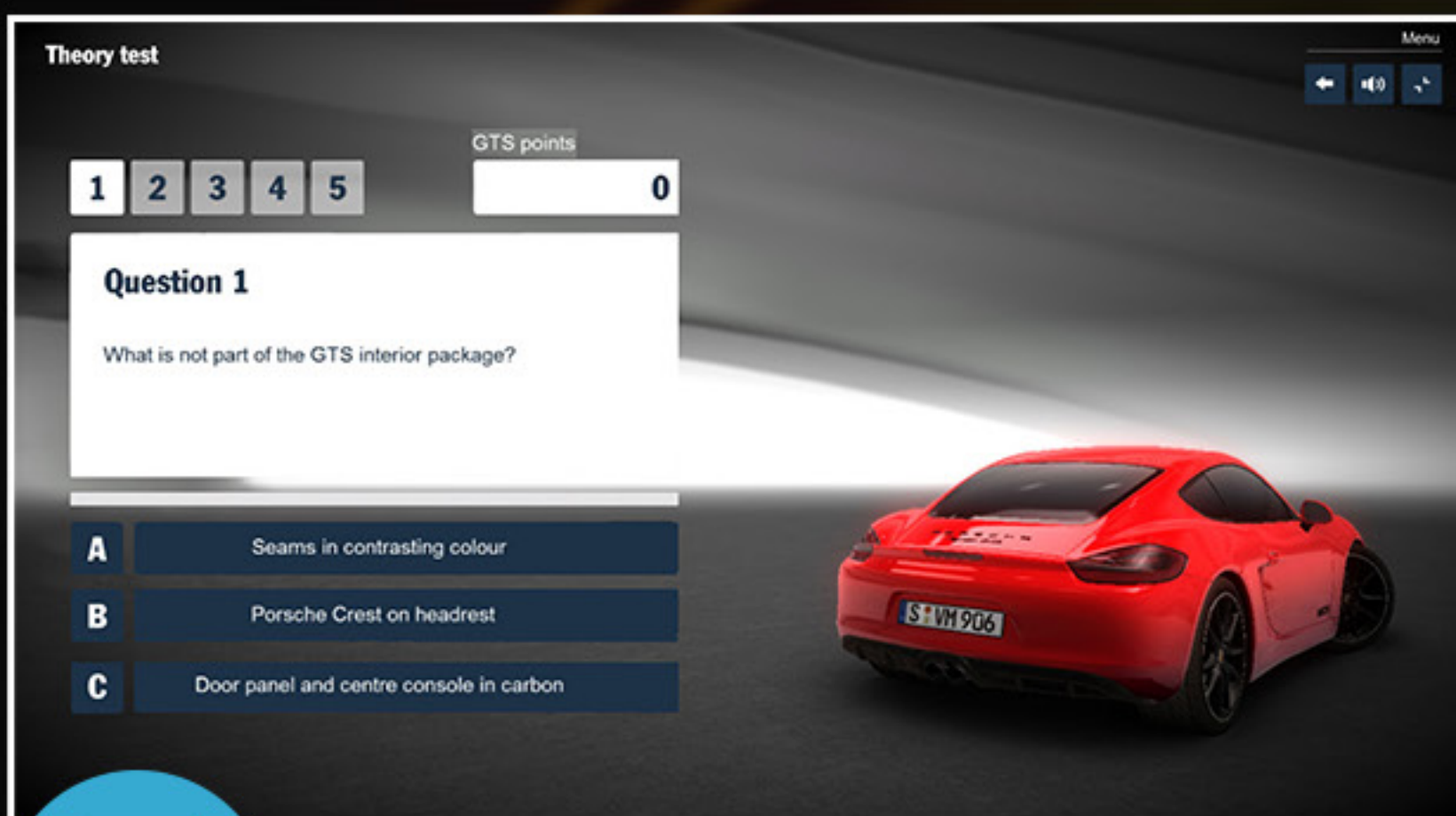


## Cayman GTS Driver

Client: Porsche AG  
 Release: Mar '15  
 Genre: Serious Game, Racing / Quiz  
 Platform: Browser  
 Dev Time: 10 weeks  
 Purpose: Introduction campaign & driving education game for the release of the Cayman GTS by Porsche AG.



PORSCHE



## Featureset:

- Official advertisement game for the Cayman GTS launch campaign!
- Get to know the Cayman GTS through a Quiz, Training, Timetrials and Showroom!
- Compete with other player on the global leaderboard!
- Cayman GTS model based on actual industry CAD data provided by Porsche

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Serious Games | Cayman GTS Driver



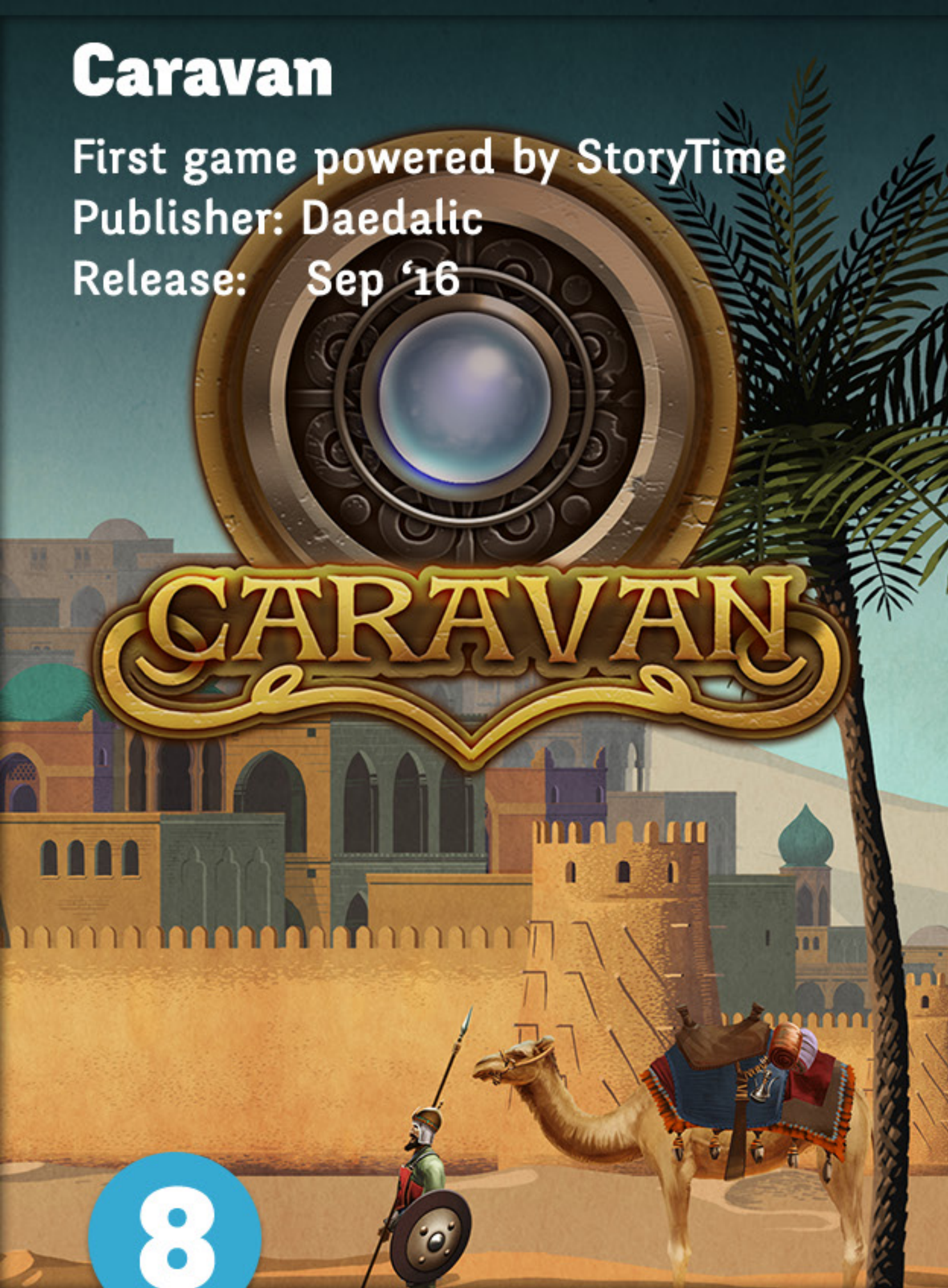


## Caravan

First game powered by StoryTime

Publisher: Daedalic

Release: Sep '16



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## Vocation 2 Go

Second game powered by StoryTime

Client: Institut für Talententwicklung

Release: Mar '17



JA STUDIEREN IST TOLL, DA KANN MAN SICH MAL RICHTIG INTENSIV MIT EINEM THEMA BESCHÄFTIGEN.

AUßERDEM IST DAS STUDENTENLEBEN BESTIMMT SUPER COOL. MAN DARF SICH NUR NICHT ZU SEHR ABLENKEN LASSEN.

ICH KANN MICH GUT SELBST ORGANISIEREN.

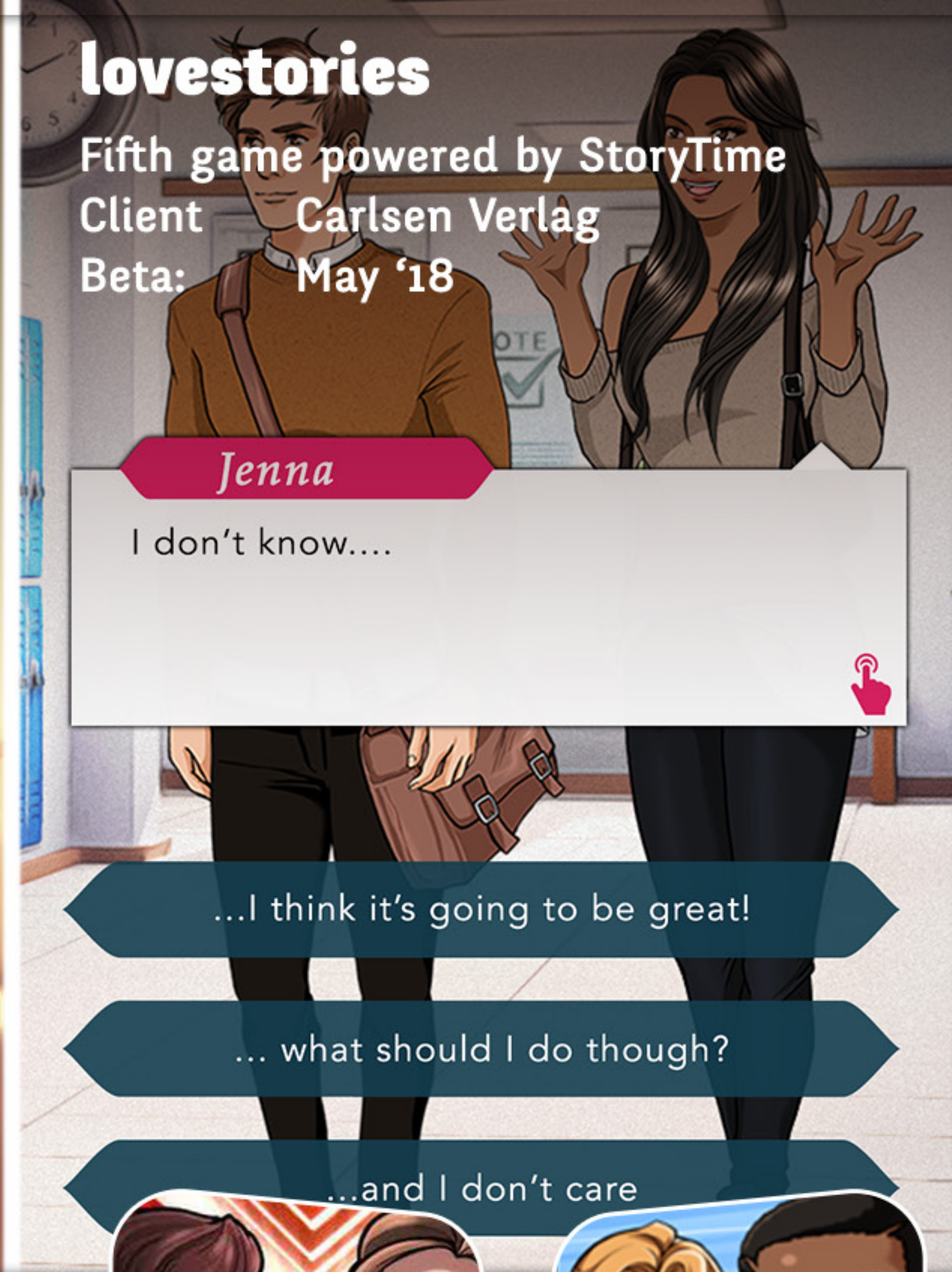
DAS EINZIGE PROBLEM IST DAS GELD.

## lovestories

Fifth game powered by StoryTime

Client: Carlsen Verlag

Beta: May '18



Jenna

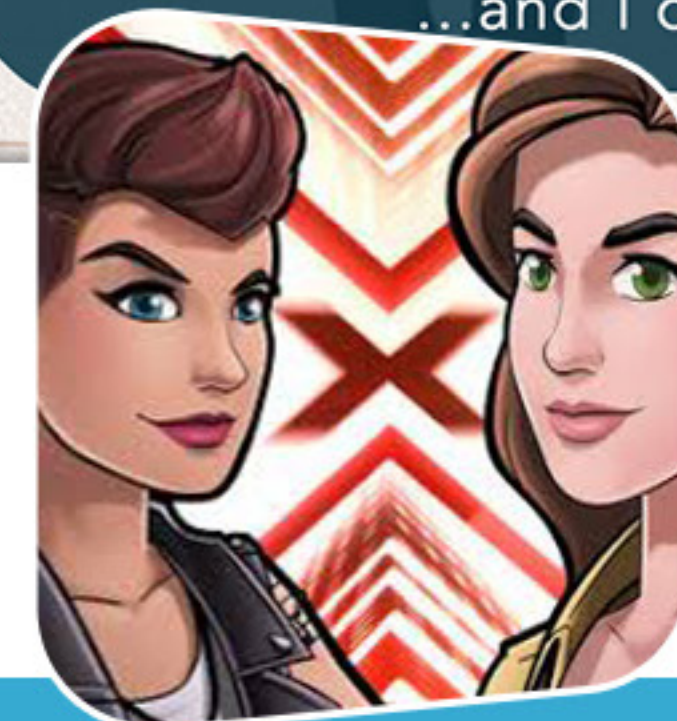
I don't know...

...I think it's going to be great!

... what should I do though?

...and I don't care

Selection | StoryTime





# StoryTime

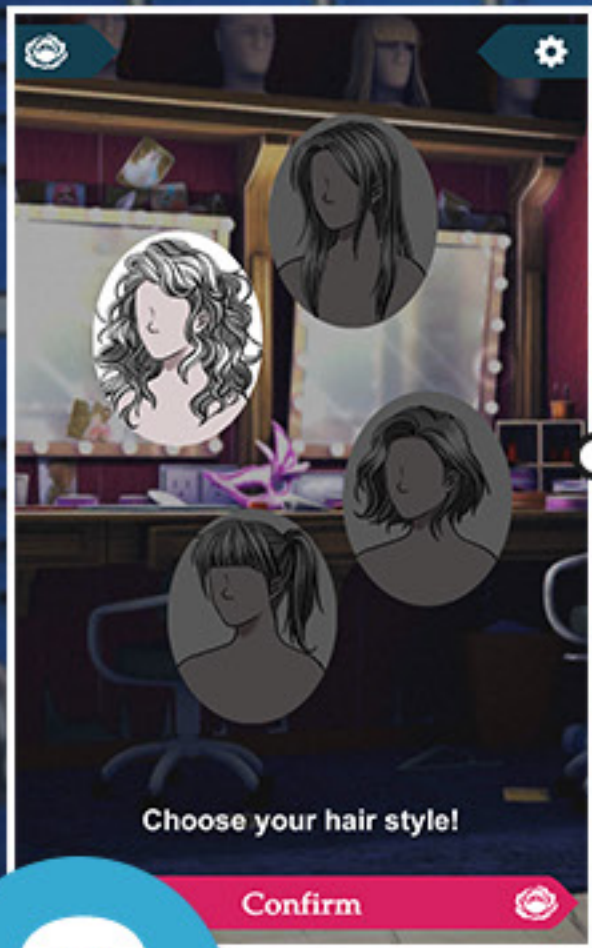
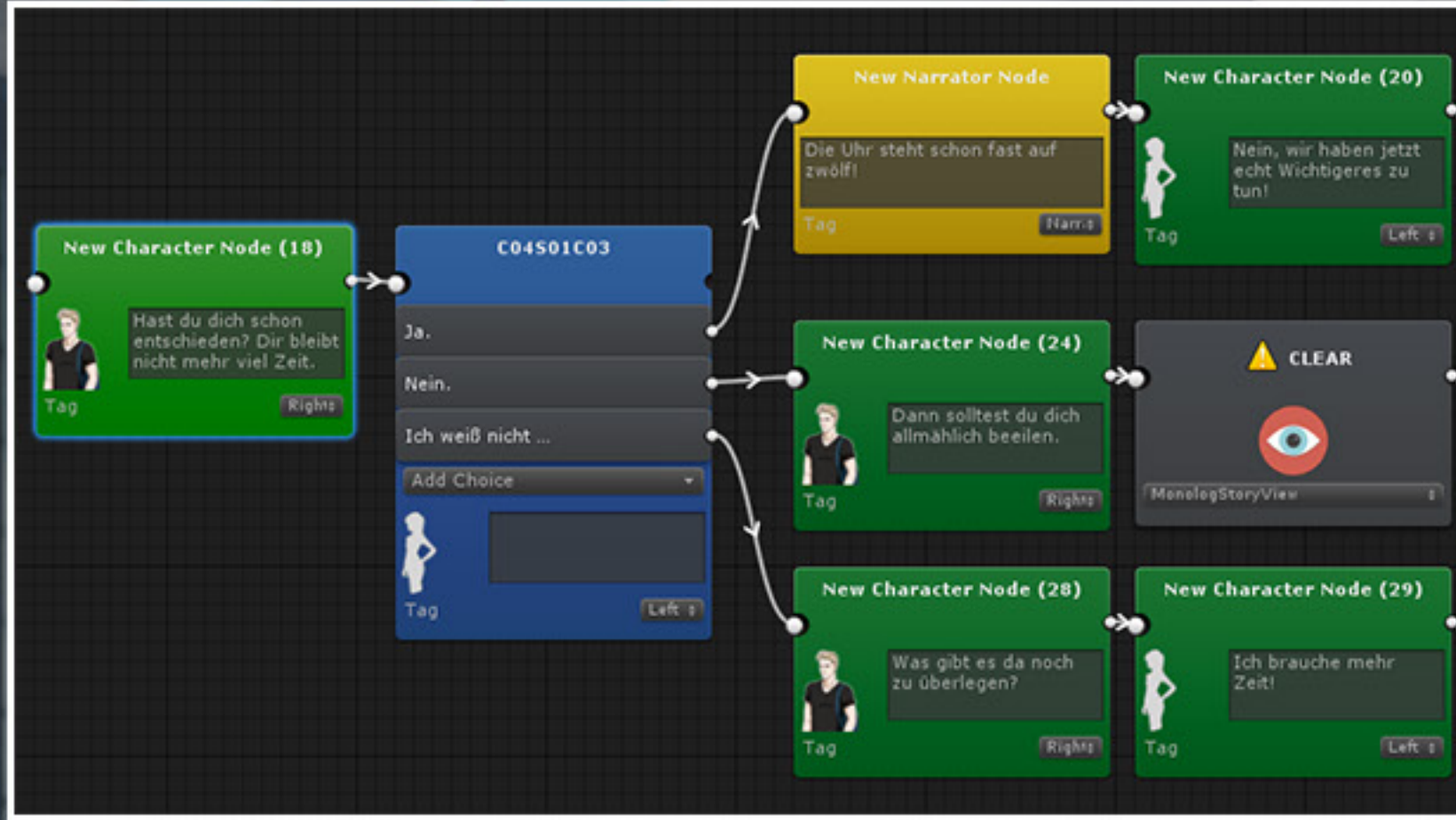
Our own powerful narrative engine that allows for fast testing, iteration and deployment of narrative content.

Platform: Unity 3D Plugin

Total projects created: Used in more than 5 full game productions

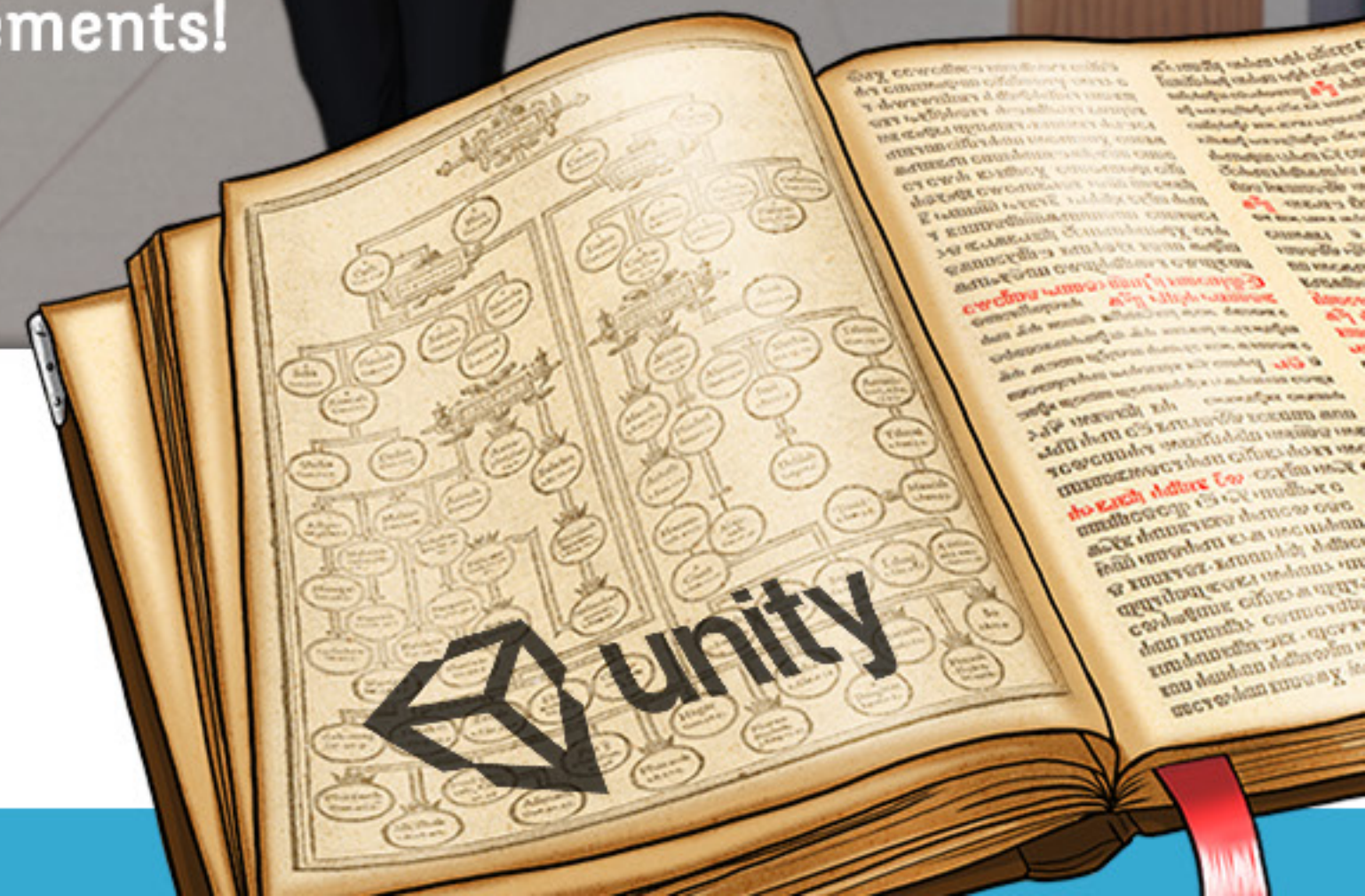
## Featureset:

- Work directly in the Unity StoryTime Editor to create your own narratives.
- With StoryTime you can create a great variety of gameplay structures: from simple dialog, to interactive stories, puzzles, quizzes and character creation!
- StoryTime allows for intuitive visual scripting with an approachable interface!
- Easily extendable to fit the project's requirements!



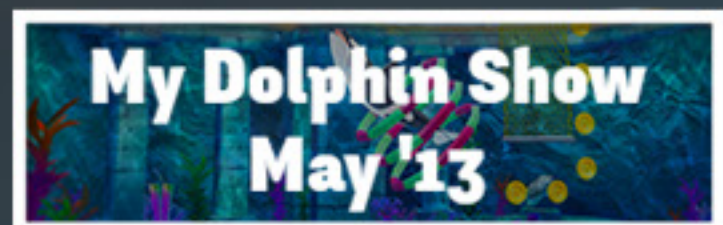
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StoryTime | Narrative Engine

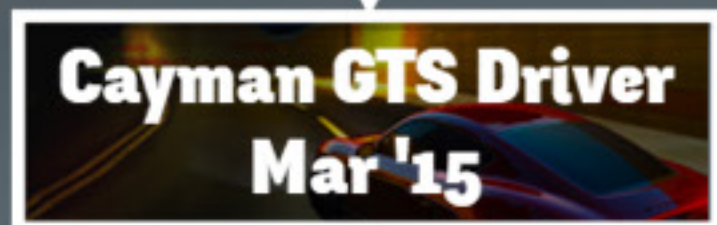




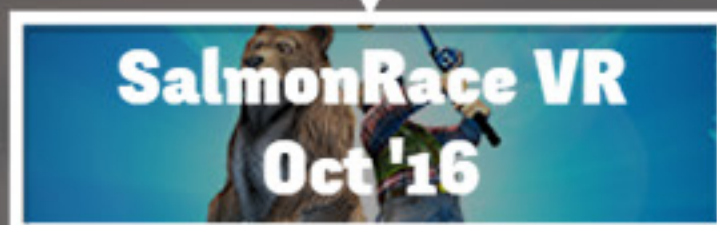
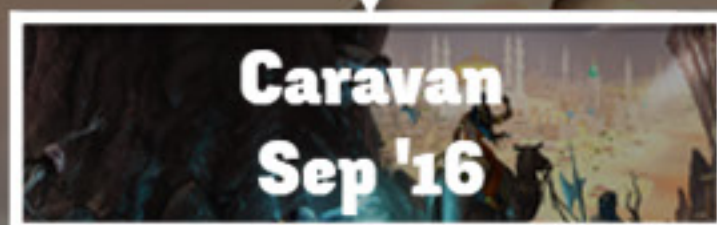
**2013**



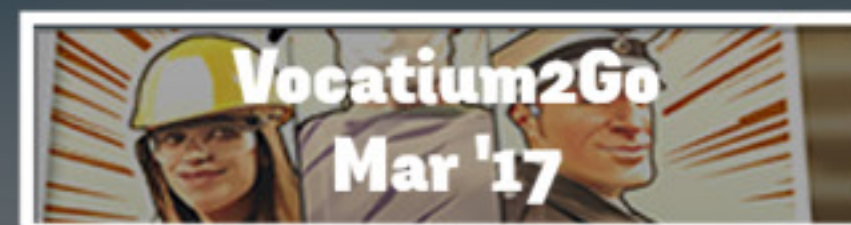
**2015**



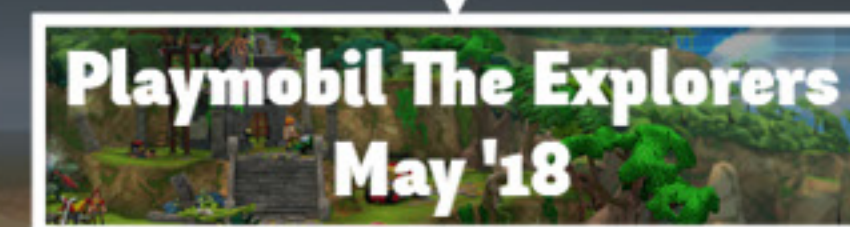
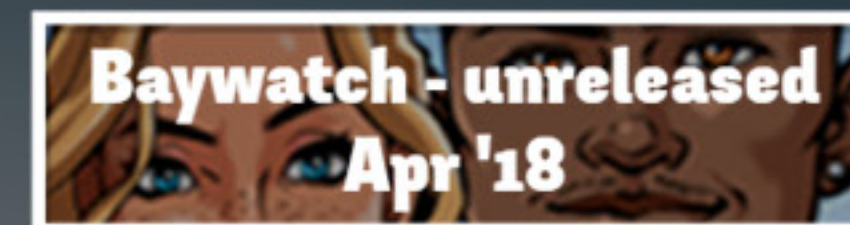
**2016**



**2017**



**2018**



to be continued...

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**Timeline** | All Projects





## Photogrammetry & PBR

With our mastery of Photogrammetry and PBR shading we can rival the quality and outclass the pricing of the competition. Through our DIY philosophy we have established various proven methods to scan from photos:

- Scanning assets with a professional DSLR
- Mobile photo booth for controlled lighting
- A mannequin on a 'Lazy Susan' for clothes and attire



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## Motion Capturing

As tech enthusiast we love to acquire new state-of-the-art skills. Using a markerless technique we can effortlessly record raw data for human body animations, that our team of experienced 3d artists and animators cleans up and transforms into game ready animations.



- markerless capturing technique
- Large in-house area for motion capturing
- Production ready workflow, established during internal R&D sessions.

**Tech** | Photogrammetry & Motion Capturing





## Jenkins

powers a reliable and scalable build pipeline, allowing for multiple productions, rapid iterations and easy deployment.



## Asset Bundles

allow for seamless LiveOps with various content updates that do not require store updates or new client versions.



## Weblate

enables fast and highly iterative UI localization without an extensive management and training of third party services.

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**Tech** | Continuous Integration Pipeline





We have a strong educational aspiration!

We invite schools to visit our studio and organize playtesting sessions, so children can learn firsthand how games are created. We foster a close relationship to the School4Games, a private school for game development education.

We support young talents with internships and mentoring programs, offer career advice and regularly teach students industry know-how.



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**Education** | Teaching and mentoring







PORSCHE



Tivola



IFT INSTITUT FÜR  
TALENTENTWICKLUNG

CARLSEN

Disney

Fusebox  
Games

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Our Clients



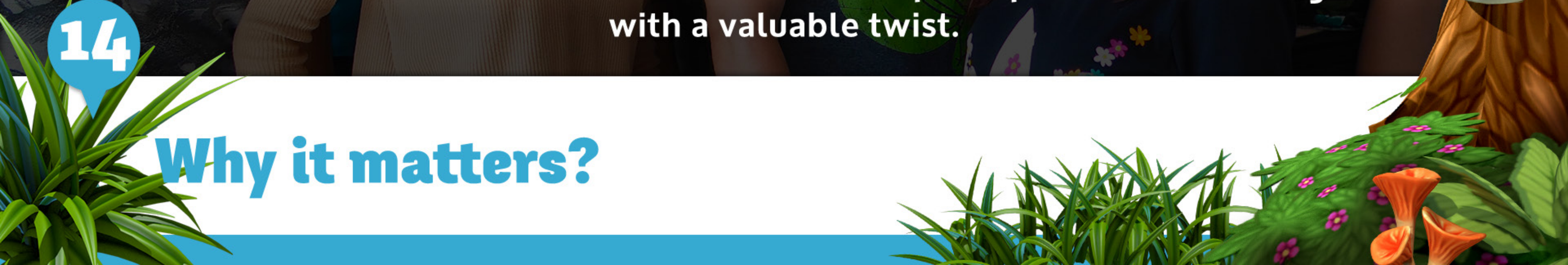




We offer deep knowledge and expertise in pc and mobile game development for iOS and Android. Our mission is to develop unique and beautiful games with a valuable twist.

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**Why it matters?**





## Contact us via RCP

We are a member of remote control productions – europe's major games developer family. This enables us to keep a lean overhead, offering agile scalability and goal driven development.

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[skreutzer@r-control.de](mailto:skreutzer@r-control.de)

## ...or contact us directly:

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productions**

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**Contact us** | Looking for opportunities