



Mobile Games



Snake

The Snake is one of the oldest games (usually, it is implemented by mobile devices' developers, but not in this case). Our implementation differs from the classical variant by some new features:

- The snake cannot run into some walls
- Some points make the snake shorter
- There are additional life points
- When the size of the snake reaches predefined limit, the player is moved to the next level

The control is performed with a joystick.

The player has to collect points by control the snake in such a way, that it neither runs into a wall nor crosses itself.

With each ordinary point you collect the snake becomes longer and longer. There are also some bonus points, which can give you additional lives or make the snake shorter.

The goal of the game is to collect as many points as possible.

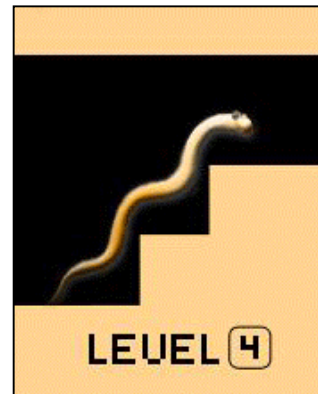
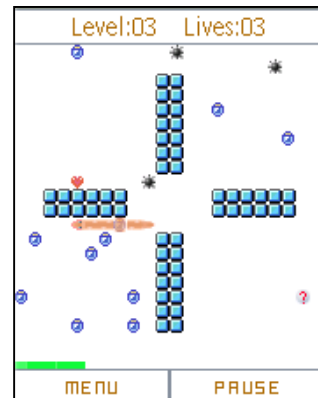
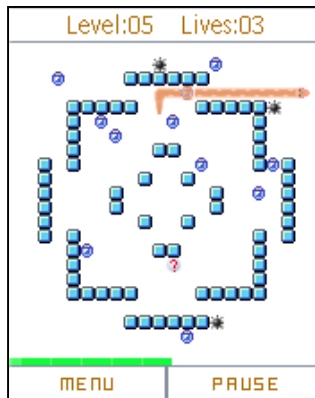
Production Line

Mobile games hold a significant place in our company's activity. Our highly professional team of more than 75 animators, designers, developers and programmers develops dynamic and eye-catching games.

Modern technologies enable us to develop games with great multimedia content. Flash and Java technologies, which allow high quality bitmap and vector graphics, gave the foundation for developing mobile games of a new generation.

At present time mobile games are completely comparable by quality with PC games. They include beautiful 2D and 3D graphics, involved action, high program logic and great number of levels.

We develop both single- and multi-player mobile games of all genres: Arcade, Classic, Logic, Maze etc.



Technical Details:

- Type: eMbedded Visual C++
- Sound: yes
- Highscore function: available on request
- Supported platforms: Windows Mobile™-based Smartphone devices. Adaptation for Windows Pocket PC is available on request