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Case Study – Real Drift

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ShepHertz
Technologies Pvt. Ltd.

Overview

With more than 6 million players worldwide, Real Drift Car Racing is the one of the most realistic 3D drift racing simulation on mobile devices. Thanks to the innovative drift helper, the game is easy to control and fun to play. With about 40 different tracks and 9 hot cars to race with, this game certainly presents a whole new level to drifting.

Some of the cool features about this game are:

- Realistic 3D drift racing simulation on mobile devices
- Customizable drift helper: from full help to total in your control
- Customizable gameplay
- Customizable cars: you can change car body color, rims model and rims color
- Realistic simulation of all aspects (engine, drivetrain, tires, etc.) of the car
- Specific engine sound for every car with turbo whistle and blow off valve
- Backfire effects with sounds
- Accurate points calculation: earn points by drifting at high speed, at high drift angle and, for the first time, by light touching walls during a drift

Problem Statement

Real Drift game was earlier hosted on another backend provider and wanted to migrate the complete data to App42 platform .This game requires Online (Global and Country wise) and Local leaderboards to challenge your friends and users all over the world. Expectations from the solution -

- Migration of Data from another BaaS provider in Single Click.

- Should be able to develop and build on Unity gaming engine and should run on supported platform by Unity like Andriod/iOS/WP/Web
- Users should be able to save their scores on the cloud after completion of particular game level.
- Game should have Global leaderboard as well as Country wise leaderboard.

Solution

To provide the solution of above stated problem, different App42 services were used and are explained below.

- **Migration of Data from another BaaS provider in Single Click**

  App42 provides Single Click data Migration from another BaaS provider in JSON format. See our blog posting: Migration of Data from other BaaS providers
  http://blogs.shephertz.com/2014/10/17/migrating-data-from-other-baas-providers

- **Should be able to develop and build on Unity gaming engine and should run on platforms supported by Unity like Andriod/iOS/WP/Web**

  App42 Supports 19 different platforms and Unity is one of the most used SDK for game developers. App42 Unity SDK runs all the platforms supported by Unity.

- **User should be able to save his score on cloud after completion of particular game level.**

  Storage Service was used to save and generate the leaderboard here. App42 already has Leaderboard Services.

However since quick turnaround was required without changing minimal existing code of the other BaaS provider, Storage Service was the straight forward choice here. All the data was in JSON format and there was minimal code change required on the client side. In Storage Service, username, score, country and other information was saved. See here for complete tutorial about [Saving JSON Data in Storage] (http://api.shephertz.com/tutorial/Saving-App-Data/?index=storage-data)

- **Game should have a Global leaderboard as well as Country wise leaderboard**

  Storage Service Query interface was used to do the query/sorting and order by operation on the saved user score. See here for more details, also see [Query for orderBy and Paging Method] (http://api.shephertz.com/app42-docs/nosql-storage-service/#find-docs-with-query-paging-order-by)

Benefit

- Time to Market in implementing the Leaderborad was reduced by 60%
- Seamless and fast import of Data minimized the down time of app.
- Cost reduction through Pay as You Grow model

Outcome

Real Drift game was successfully deployed on App42 with in effort of single day. RealDrift is ranked among top 10 android racing game in 49 countries. Below is the link to download this game from App Store.

https://play.google.com/store/apps/details?id=com.realdriftportnew.sipon&hl=en