Game Development with Zco

Company Summary

Zco Corporation is a company of over 250 talented programmers, engineers, artists, and project managers. We've created a wide variety of games for an even more diverse set of clients, spanning interactive augmented reality experiences to award-winning educational titles.

From fledgling startups to Fortune 500 companies, our clients depend on us to deliver cutting-edge mobile games tailored to their visions and designs.

We've created immersive and engaging mobile games for our clients since the launch of the original iPhone. We pride ourselves on creating entertainment software using the latest technology available. This principle has guided our company over the course of its existence.

With the adoption of advanced game technologies and robust cross-platform frameworks, we lead the field in creating engaging, visually stunning games for our clients.

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Game Development Capabilities

We are capable of undertaking game projects of any size and scale across all mobile platforms. Our dedicated teams of experts provide us the throughput and bandwidth to make our clients' designs successful mobile software, whether they are massive multiplayer games, challenging puzzles, or frantic action games.

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Support For All Games

We have experience creating games of all types and genres, allowing our clients to create games of any kind, including:

Real-time strategy

MMO

Puzzle

First-person shooter

Action

Education

Role-playing

Fighting

Adventure

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Virtual Reality

Because we maintain an internal team of virtual reality engineers and designers, we can render our clients' ideas in full three-dimensional VR.

We support the latest VR hardware, including the Meta Quest, Microsoft Hololens, and Apple Vision Pro.

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Augmented Reality

We integrate the latest AR technologies on both iOS and Android devices into our clients' projects.

With advanced motion tracking, markerless scene positioning, and high-resolution scene processing, your game can seamlessly combine the real and digital worlds.

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Translating Concepts Into Gameplay

Our project managers excel at translating our clients' ideas and concepts into solid and balanced gameplay. Dugout Dice for example, seen here, started life on paper and cardboard.

Account executives will work closely with you to develop your concept into a fun and engaging experience.

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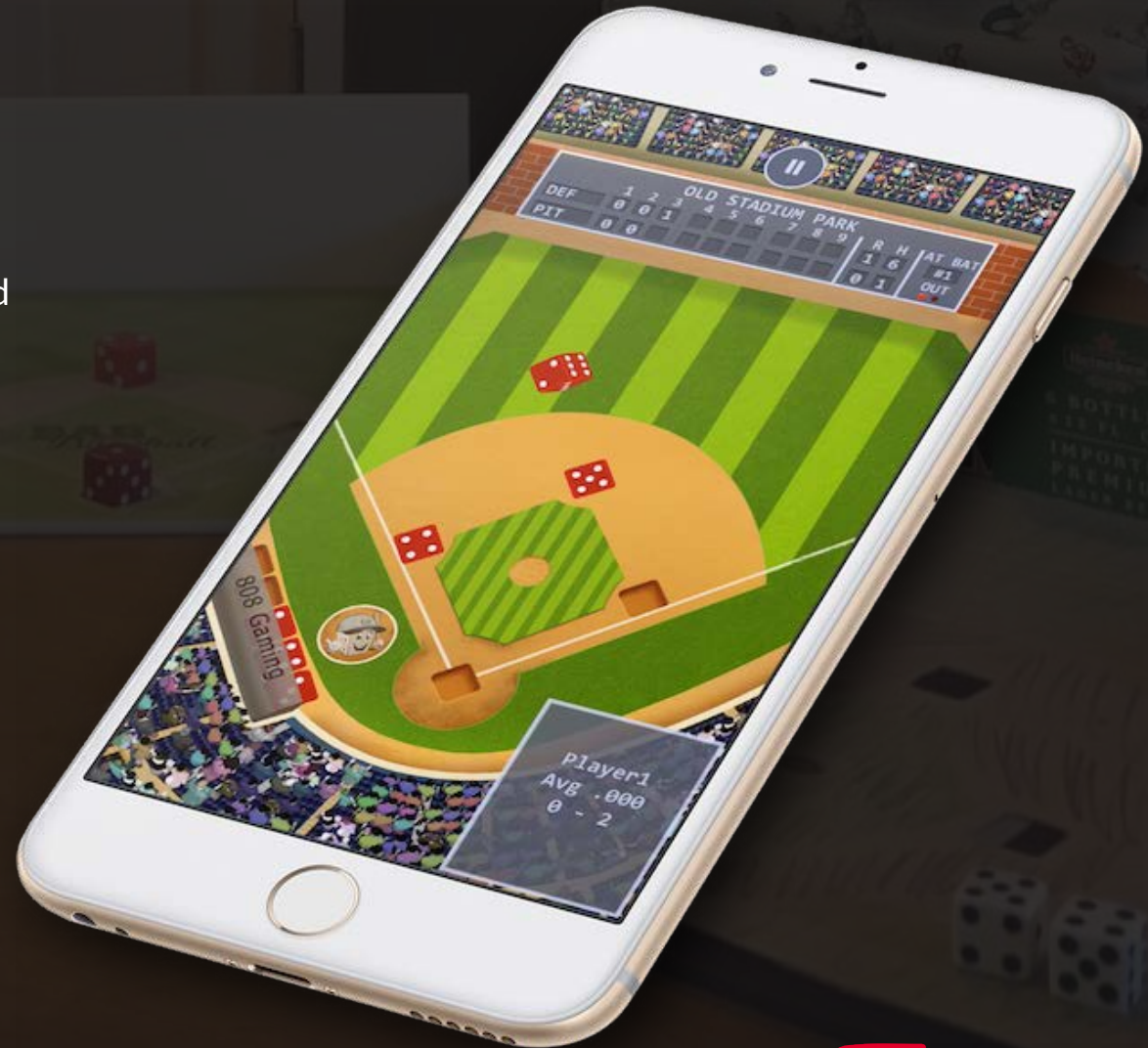
In-House Artists & Animators

Clients have come to rely on our dedicated technical artists, animators, and UI/UX designers to produce stunning gameplay graphics and engrossing mobile entertainment experiences.

Whether it's detailed character models or gorgeous natural scenery, our artists can accommodate your project's needs.

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Commercial Grade Engines

Our engineers and programmers are experienced in harnessing the power of industry-standard engines, like Unity and Unreal, to develop our clients' projects.

Our extensive technical knowledge allows us to create games that not only look great but run well and efficiently across different platforms.

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Cross-Platform Support

We create our clients' games using a cross-platform framework that makes it easy to ship the game on different platforms.

This allows for easy expansion of the app later on and allows you to target the platform that best suits your game.
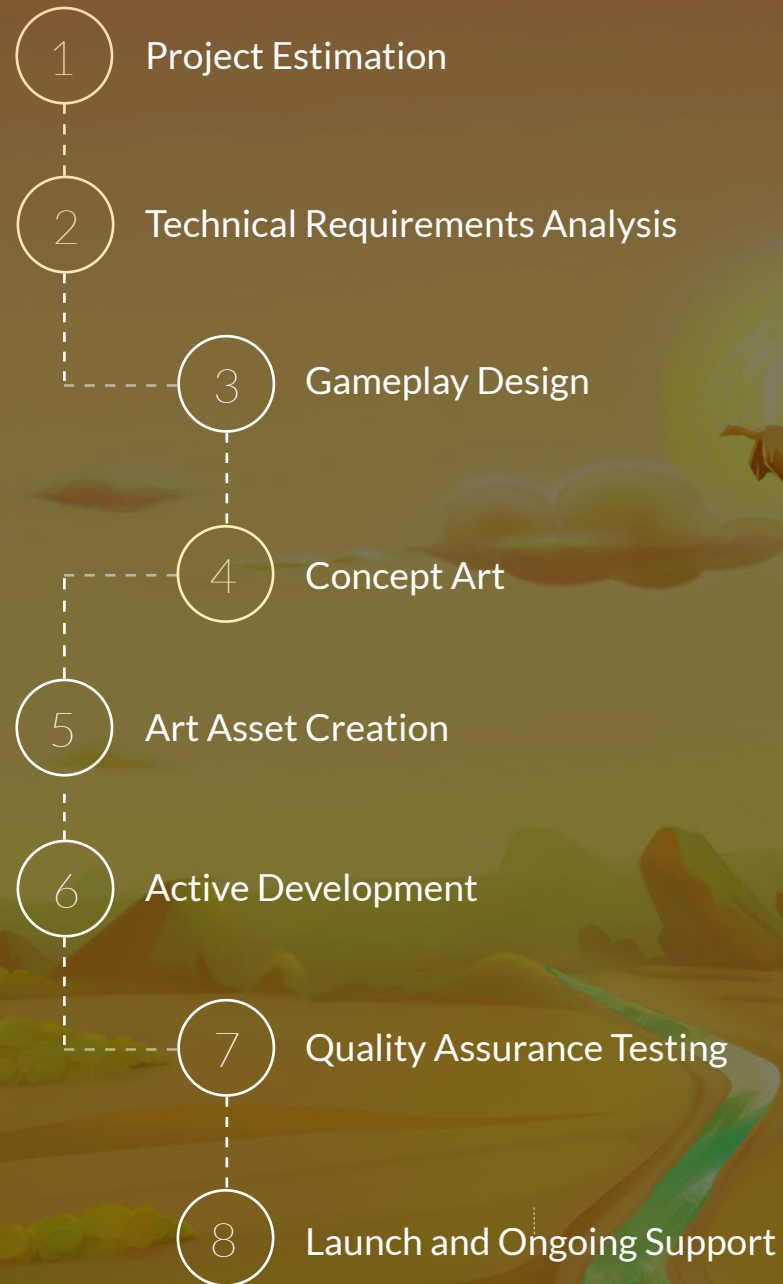
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Methodology & Process

Our projects follow a standardized production pipeline that we've established and honed over many iterations of game development.

However, for each of our clients, we tailor the process to suit the project at hand. Our clients' game projects typically follow these 8 steps from creating the initial estimate to providing ongoing support.

1 Project Estimation

2 Technical Requirements Analysis

3 Gameplay Design

4 Concept Art

5 Art Asset Creation

6 Active Development

7 Quality Assurance Testing

8 Launch and Ongoing Support

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Project Estimation

Every mobile game project starts with the client's initial concept proposal. This can take the form of a feature outline, rough descriptions of the game's screens or levels, or full-fledged game design documents. This information is only shared with Zco after both parties sign a legally binding NDA (non-disclosure agreement) to preserve our clients' intellectual property.

From this information, our account executives and project managers will asses your game's needs, including target platforms, software frameworks, and technologies like augmented or virtual reality. All of this is incorporated into a detailed estimate that is submitted to the client for approval. During this phase, the client and account executive will work to tweak the estimate to the needs of the game's budget and technical requirements.

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Technical Requirement Analysis

Once the client and account executive have agreed to the estimate, a statement of work (SoW) is drafted, and upon the client's confirmation, active development commences. Our designers, artists, and programmers work together to develop an overarching plan to concept and prototype the game.

The project leader conducts a detailed analysis of the features to be incorporated into the game as per the client's requirement and allocates resources to accomplish specific tasks across different disciplines. The game's designer prepares a game script or storyboard based on the specifications provided by the client.

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Gameplay Design

The gameplay design phase starts in parallel with the project's concept art. The game's UI flow development and gameplay mechanic development are performed in this phase as well. Architectural design documents, database design documents, and class design documents are prepared by their respective project leads. The documents are then submitted to the client for review and confirmation.

The game design document (GDD) is also prepared at this stage and is created around the UI/UX flow and the game's mechanics and functions. We revise the game's design and architecture based on the feedback provided by the client during regularly scheduled meetings.

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Concept Art

Our internal team of artists creates concept art by incorporating rough sketches of game characters and other key elements of the project. The artists and designers create 2D images of characters based on the client's descriptions and feedback. They also prepare the concept art document, where the client has the opportunity to provide feedback and detailed changes to the art style.

Once the client is satisfied with the style and quality of the art, our dedicated team of 2D and 3D artists can start creating the assets that will appear in the final game.

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Art Asset Creation

This phase involves creating different game art assets, like character models, UI elements, backgrounds, and others, all based on the concept art approved by the client. To create these assets, we use software including Blender, Maya, Photoshop, and more to craft high-quality art for the game.

This phase of the project depends heavily on the game's art requirements and whether it uses primarily 2D or 3D assets.

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Active Development

With the art pipeline up and running and the design of the game fully fleshed out, the gameplay engineers and coders can begin implementing the game within the given engine. Throughout active development, builds of the game are shared with the customers to solicit feedback and fine-tune the look and feel of the project. Code reviews, developer testing, and bug fixes are conducted during the game's development.

Most of our game projects are developed in Unity to leverage the multi-platform support it provides. This allows us to export our games to different platforms like iOS, Android, the web, PC, macOS, game consoles, and more. However, other purpose-built games might be created in another game engine, like Unreal, or, under certain circumstances, created from scratch depending on the needs of the project.

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Quality Assurance Testing

Mobile games must work well across different screen sizes and device constraints. Our internal team tests our games to optimize their performance across multiple devices and to ensure all functionalities are working properly. Iterative testing is a critical part of our process to ensure consistent performance, coherent gameplay, device compatibility, and optimized user experiences.

We aggressively test the game's balance during this process, which is complemented with extensive alpha and beta testing. The game is initially released to a selected external user group. This helps us adjust the difficulty levels and controls depending on tester reports. Once the team is satisfied with the software, we proceed with the final phases of the project.
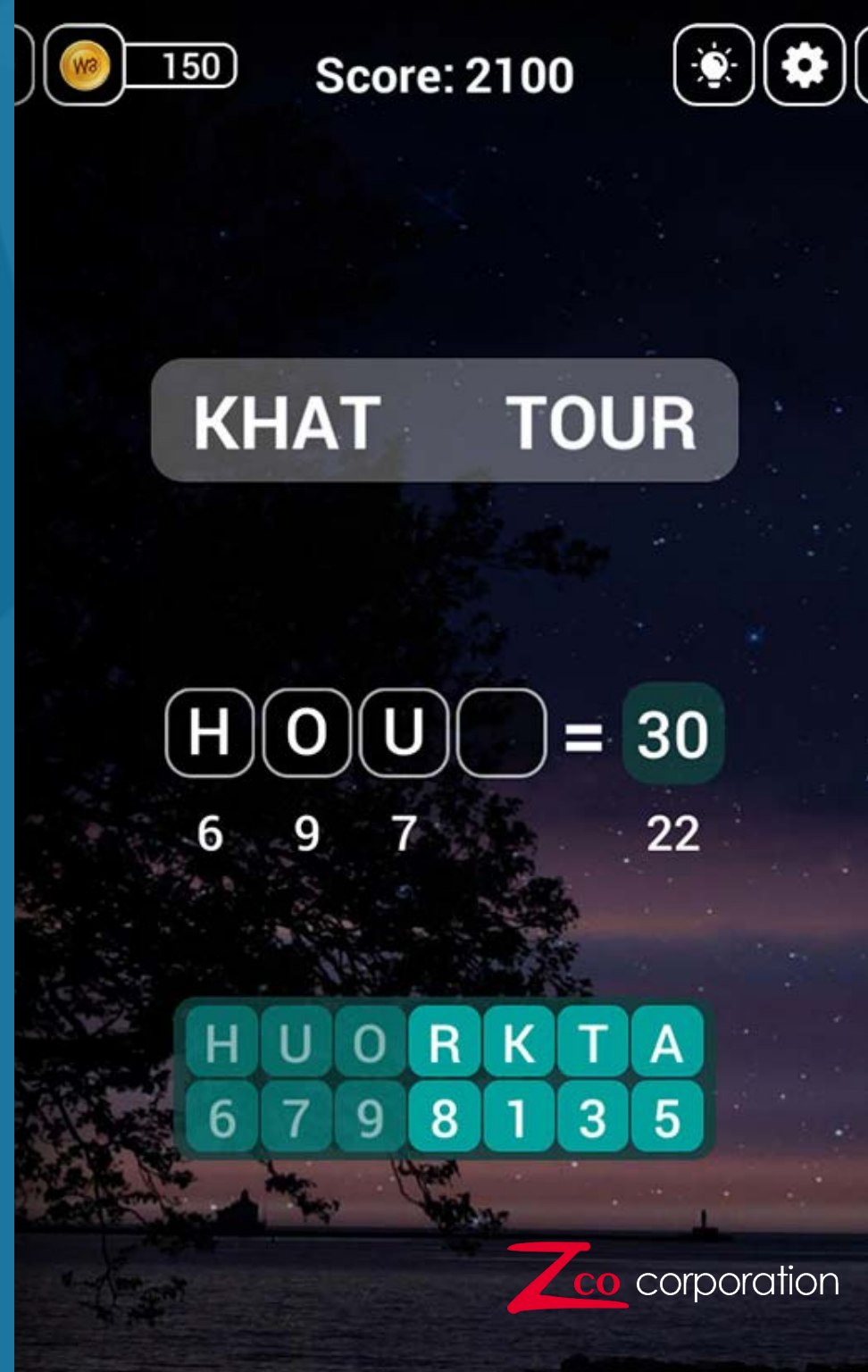
Launch & Ongoing Support

Once active development and QA testing wrap up, it is time to deliver your game to the digital storefronts of your choice. Our team will work with you to create a descriptive app listing for your game, as well as fundamental app store optimization. For many projects, our game development process does not end with the product's launch. Similavr to other apps, games must also sometimes be updated, and sometimes this regular support may last for years after a game's launch.

We provide all kinds of support and maintenance services for our clients' games, giving the games the best chance of surviving in an increasingly competitive space.

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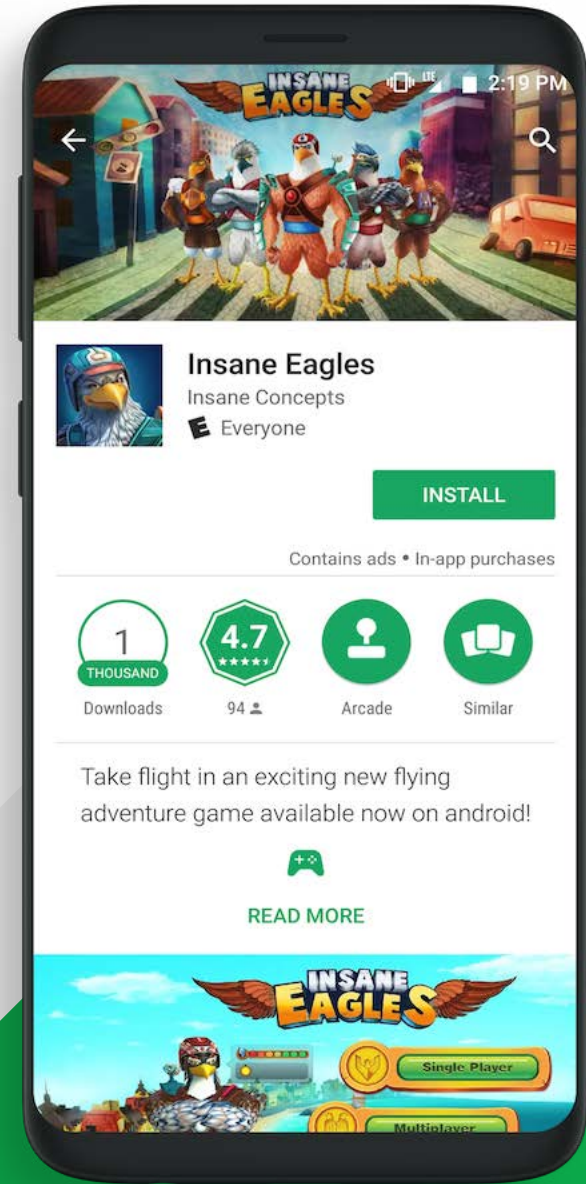
Working with Zco

There are some of the qualities that have **established Zco as a leader** in custom software development:

FORTUNE 500 — Established reputation working with Fortune 500 companies, startups, and entrepreneurs

Specialized teams proficient in a wide variety of disciplines and technologies

Project management process designed to stay on schedule and within budget

35 years of organizational experience developing custom software

Experience creating award-winning apps for our clients

Nationally recognized by Clutch as a leading Boston Metro developer

GLOBAL LEADERS
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Zco not only understood the vision for the app, but they helped shape it to be more robust and interactive. As a result of their forthcoming input and high-quality development, the app has received a tremendous amount of positive feedback from its market.
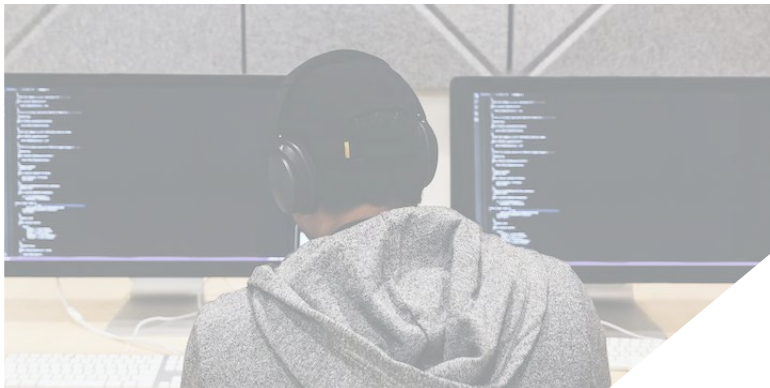
Aliya Leekong - Issa's Edible Adventures

The experience has been such a breeze. Don and the Zco team were such professionals and even through my confusing logic were able to exactly understand what I was looking for in the game. I will continue to go through Zco for anything app-related.

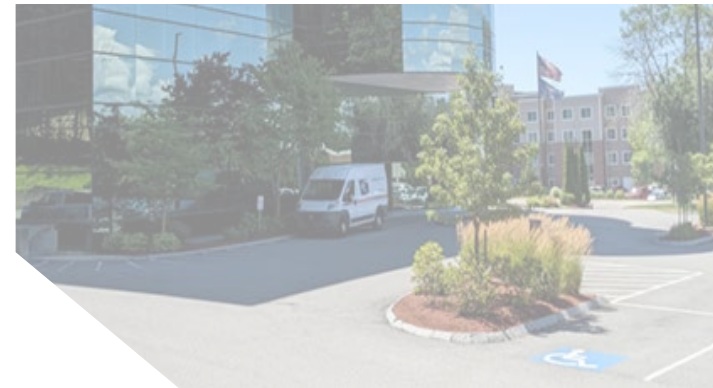*– Tony Guarino, Creator of Lop & Link*

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Working with Zco

NO SUB-CONTRACTORS

Our company doesn't utilize outside contractors, only in-house employees. This grants us finer control over the timeline of the project, as well as maintaining our high level of work quality.

COMMUNICATION

Contacts for client projects are based in our headquarters in Nashua, New Hampshire and satellite locations in Boston and New York. This includes our senior project managers, design leads, and account executives.

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DEDICATED POINT OF CONTACT

We use project management software to communicate tasks throughout each phase of the project. Through this interface, we gather feedback on design work and other required documentation. Daily meetings are held as needed and weekly status reports are recorded. After each deliverable, Zco requests feedback from the client and are invited to a review meeting.
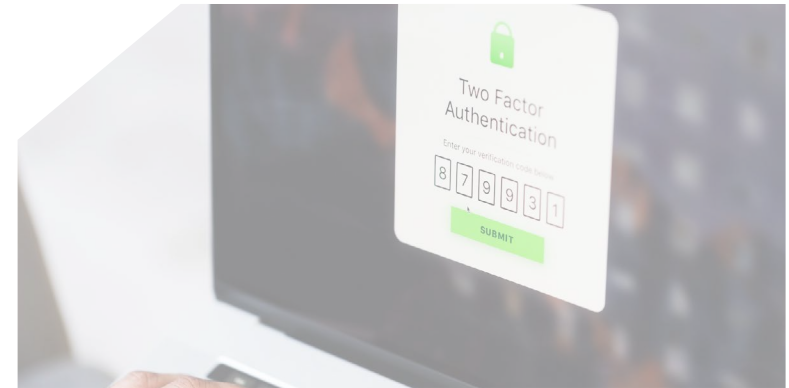
SECURITY AND PRIVACY

We share documentation and code through a secure and encrypted online repository. Our development team is barred from bringing personal electronic devices into the development office. Our facilities are secured against internal and external breaches and are regularly assessed by third-party security consultants.

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Creating your Game

When you're working on a project as complex as a mobile game, it always pays to partner with experts who possess the experience to bring your game to life. Zco possesses over a decade of experience creating fun and engrossing games for our clients. Working with Zco ensures your game is developed to your specifications.

As we maintain one of the largest development staffs in the industry, there's no need to shop around for other subcontractors for your game. We field dedicated teams of artists, programmers, designers, and support staff. From beginning to end, your project will be in the hands of qualified professionals familiar with every aspect of what they're creating.

If you're considering creating a mobile game, we're ready to work with you. Our account executives will help you define the scope of your project and draft a detailed estimate for you at no cost. Get in touch with us today and find out why we're one of the most trusted developers for hire in the industry.

Contact Zco

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