GAME ON
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GameOn Technologies Consultancy
Business Profile

Our Philosophy

To offer our clients with best possible experience through diligently developing our products & services

The increasing growth of the gaming industry across sectors has boosted the demand for reliable and original high-quality projects & content. GameOn understands that need and focuses on offering services that focuses on meeting client expectations and adopting the service offerings to different workflows and client needs whilst managing the quality and delivery of each required service.

We take it upon ourselves to navigate each challenge and match our clients' expectations through understanding our client's needs and goals, channeling our resources and services through our creative and specialized team, focusing on efficiency, and keeping the quality.

Get Your Game On

Our slogan encapsulates the spirit that GameOn was founded on:
- We are ready to take any challenge that comes our way
- You will turn your game on with us
- We will be the support you need while you focus on what is important to your organization.

Our Vision
That we are aiming for

To be a trusted & contributing growth partner with organizations in the Gaming Sector.

Our Value
To our stakeholders

We aim to be the leading outsourcing solutions company in the MENA region through our commitment and understanding of the MENA region.

Our Promise
To our Customers and Partners

We promise to continue to meet the trust and expectations placed in use by our customers and to contribute to the betterment and growth of the gaming sector.

Our Principles
That we stand by

- Integrity
- Quality
- Uniqueness
- Professionalism
- Punctual
- Innovative

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One Stop for your Needs
Our Service roaster keeps growing

1. Game design and Project Management.
2. Game Development outsourcing services Co-Development & Full Cycle game development.
3. Concept Art & 3D Design.
4. Level Design and Development.
5. Content and Cultural Localization.*
6. Game Economy, and Monetization strategies.*
7. Gamification Consultancy.
8. Community Management and Engagement.
9. Game Development Training.
10. UI Design and UX improvement.

We continue to add to our services as we build our teams skills and experiences.

* Service is still in early phase testing

Concept Art and Design

We understand your need of finding the right concept to bring your vision to life. Our artists work closely with you on every step of our concept art production workflow ensuring that your projects are exactly as you want them.

Our talent pool of artists will ensure that you find the right talents to envision the art styles & themes and bring them to you as assets you can use in your production.

Work with different artists

Our talent pool of artists will ensure that you find the right talents to envision the art styles & themes and bring them to you as assets you can use in your production.

Range of Delivery Options

From Concept art to 3D design our team is ready to create your concepts:

▶ Characters & Creatures

▶ Levels & Environments

▶ Props, Vehicles & Weapons

▶ Gameplay visualization

▶ Game art styles

▶ UI Design and elements

▶ Storyboards & Animatics

▶ 3D Visuals

Be involved in every step of the process

We constantly seek to offer our clients with the outmost satisfaction. Our workflows and pipelines continue to be improved and adapt to our clients needs, and we push for effective communications between our clients and artists through our account managers.

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Narrative Design → Concept Development → Illustration → Game Ready Assets

Game Design and Development

Game development requires extensive resources. At GameOn we help our clients actualize their game from early concepts to its release in the market.

Our game development services are customized to our clients needs and we focus on aligning our output with the level of quality that our clients aim for.

Development for teams

We use a verity of tools to streamline the development process, ensuring collaboration, version control, proper testing and building of tools.

Adoptive to different tools

We employ a verity of talents that adapt to work ing with a range of industry standard tools, ranging from game engines like Unreal and Unity to content creation tools like adobe, substance, blender and much more.

Customized to your needs

Let us handle part or all your design & development needs, as we cover:
▶ Game design
▶ Preproduction
▶ Coding
▶ Content creation
▶ QA Testing

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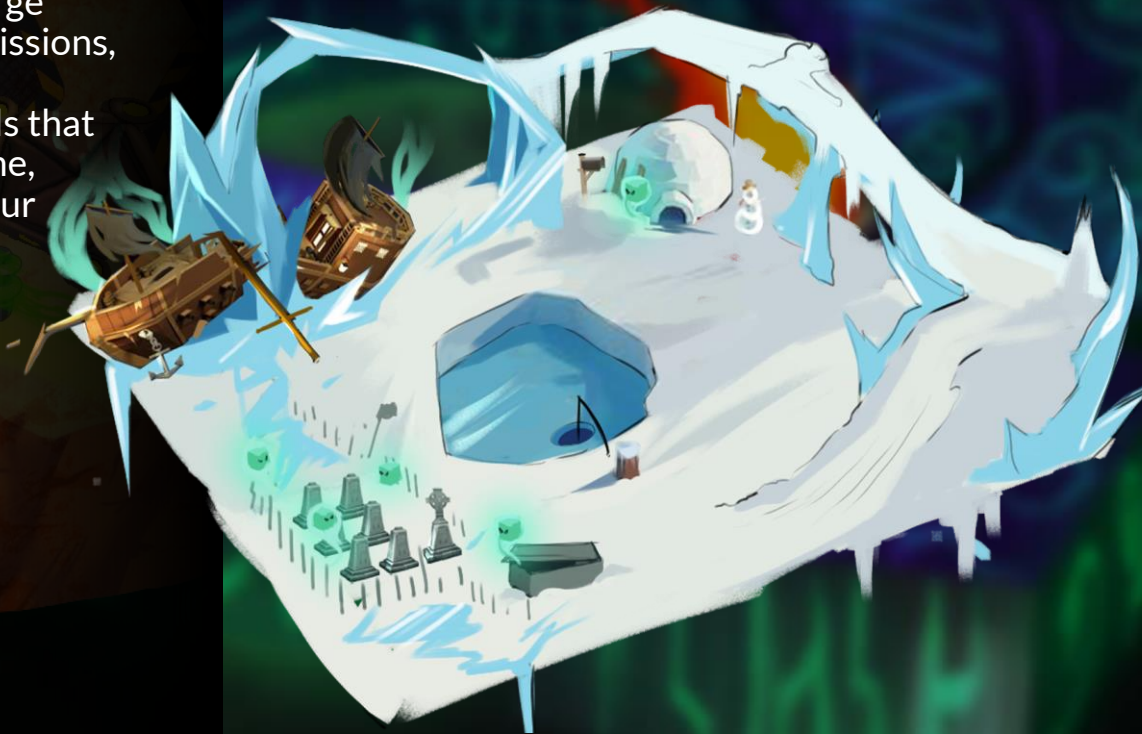UNREAL ENGINE
unity

Level: Minimal_Default

Level Design & Development

Have your players live in fantastical worlds & go through the gauntlets of conquering every area in your game.

To us Level Design & Development is like putting together a large puzzle piece, focusing on missions, set pieces, the mood, and challenges. We design levels that are as much part of the game, story, and adventure for your players.

Tell Stories

Every level has a story to tell, we drive your story by engaging our creative and design teams in building engaging and rich worlds.

Create Engaging Set Pieces

We marry the process of level design and game design by introducing challenging game mechanics into the design process.

From Prototyping to Testing

We understand that every level needs to be perfected in every step of the development process. We evaluate the feedback and iterate on the design from the blocking & prototyping phase to the final testing and delivery of the level.

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Professional Services

Localization

We bring in localization of your game to the middle east. Allow your market penetration strategies to align by providing a product that fits the target audience in the region.

To make your product a success we:

▶ Translate and Audit text, graphical content, and in game elements.

▶ Get feedback from localization focus groups.

▶ Make your game fit the culture of the market and have more efficient marketing campaigns.

▶ Provide regional legal consultancy and information to be added to our client's regional launch plan.

▶ Localize the community around your game and get feedback on what the community in the region want.

Game Development Training

We offer game development training on the Unreal Engine and Unity 3D.

Game development workshops focus on teaching the basics of game design and how to build engaging experiences.

Our teaching principles incorporates :

▶ Teaching our students proper game design fundamentals.

▶ Build teamwork skills & understanding roles in game development teams.

▶ Understand the tools at their disposal and how to refactor knowledge to create new things.

▶ Engage our students by including fun challenges.

Gamification consultancy

Bring engagement to your products and your workforce through applying innovative gamification solutions designed to bring you closer to your customers and increase the productivity of your team.

Gamification allows organizations to improve several facets of their organization, we help our partners by:

▶ Understanding the driving factors of engagement of stakeholders and & develop strategies and tools to increase engagement.

▶ Applying our approved 52 gamification elements in process, policies and systems.

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What our clients say

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> " With a tight deadline to launch my game 'Humans Connect', GameOn were able to help complete the final touches with what I envisioned for my game. Their team of experts guaranteed that my project was executed quickly and effectively. "

Omar AlShaiji
Human's Connect

Bahrain

> " Our ideas turned into reality. GameOn Technologies had a simplified and seamless workflow, a highly professional team, and took our feedback at every step of the production process. "

Rami Jamal
Founder, Piercer Esports WLL

Bahrain

> " We partnered with Game On Technologies for the development of Realm of Cuboids, a blockchain game & they did a terrific job. They contributed enormously to the graphical look, gameplay and user experience of the game. "

Talha Asif
Founder, Nalikes Studio

Bahrain

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Contact Us

For all your enquires contact us on

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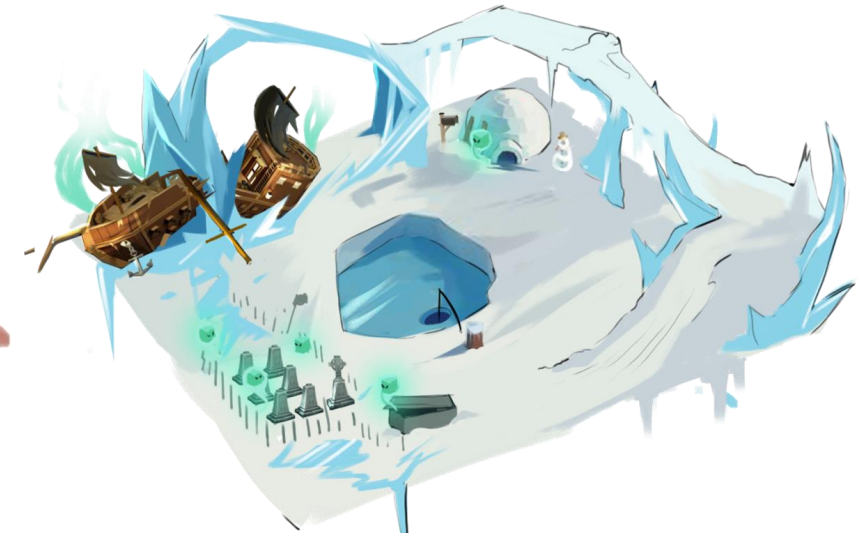🐦 📷 f   @GameOnTch

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Our Past Work
Samples from concept and past projects

Level Design Work for NaLikes

The NaLikes team wanted to create engaging levels for their NFT game "World of Cuboids".
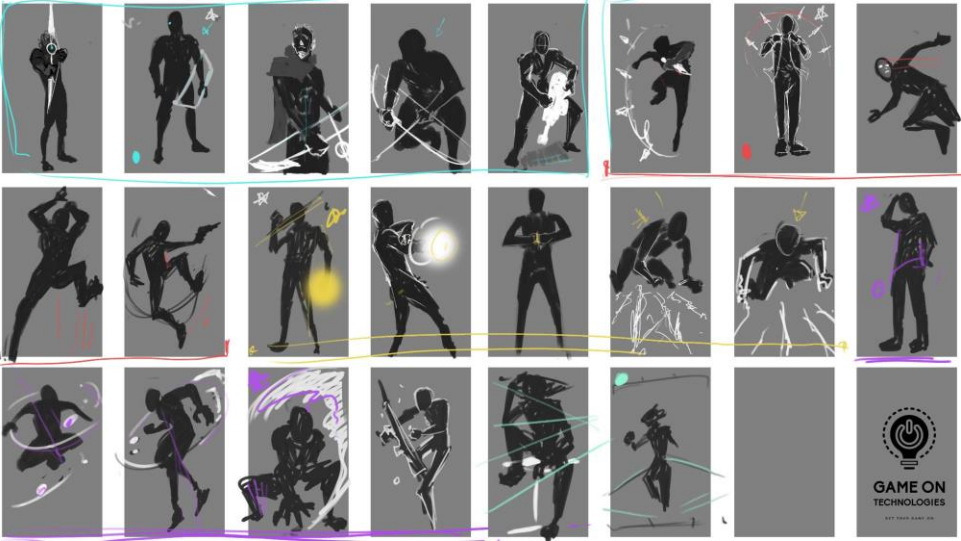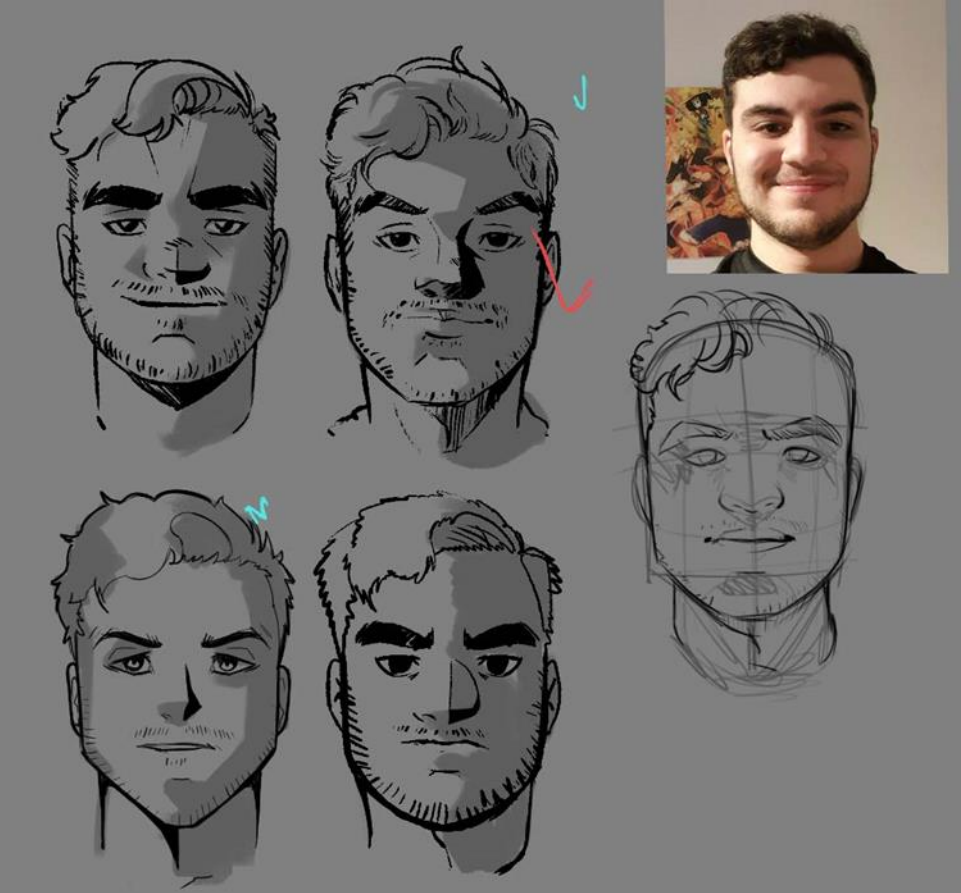
The design team and creative team went on to created amazing level concepts with different biomes, applying engaging narrative to the environments and implementing game mechanic elements in the level events.

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Character Concepts for Piercer Esports

Piercer esports wanted to reflect the new team roaster in a cyberpunk anime style esthetic.

The team worked closely with Piercer to produce nine characters.

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Character Concepts for Piercer Esports

Piercer esports replaced its previous roaster and wanted to create a more unique graffiti art style.

The team worked closely with Piercer to produce 7 characters, a stylized banner, and a group image.

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Color and Story in Humans Connect

Indie Developer Omar AlShaiji commissioned GameOn to complete the final part of his game story.

He wanted a very specific coloring style similar to cell shaded manga art for the animation.

The team was able to produce all the final commission within the time frame for all 21 scenes.

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Arabian Folklore

Our team collaborated with Hero's Punch, and indie game development studio in Bahrain, to brainstorm some Arabian folklore in an attempt to reimagine these myths and crypted for their game.

Over 12 concepts were produced in this collaboration.

AbuDariah

AbuDaraih also known as "Father of the Sea" & "King of the Sea" is a sea Djin that exists in the Arabian Sea.

Tales from sailors account for several encounters with the AbuDariah, as a drowning old man howling for help at day, then grabbing and feasting upon them when they come close.

UmHommar

UmHummar also known as "Mother of the Mule" is a demon that wonders through villages at night looking for children to eat.

She is always covered in black by a dark abbaya (a cloak worn by women) standing on mule hooves for legs.

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