

Multiplayer-Mode Enablement (MME)

Are you considering adding a multiplayer mode to your single player title?
Are you considering a multiplayer version of a successful single player IP? We can help.

Alongside your team, our experts will dive into your game design, your tech stack and your existing development processes, and provide guidance on the processes and technologies needed to make your multiplayer mode a success.


What it is

The total engagement is **10 days**: The initial 3 days will involve multiplayer experts understanding your game design ambitions, as well as the the tools and processes you currently have in place.

The following 7 Days will be used to consolidate findings and to produce a report, detailing recommended steps forward, case studies and best practices. IMS are technology agnostic and will recommend the most cost-effective solution for you based on the best tools available across the industry.


The **deliverable** will be in .pdf form and define clear next steps. There will also be a follow up review call.

Price is fixed at **\$30k** USD (excluding expenses where applicable).



“With IMS we have a team of top tier engineers who live and breathe multiplayer development underpinning our work as a studio”

Josh Holmes, CEO Midwinter Entertainment



How it works

1. Initial planning call(s) with our experts to understand your requirements and provide access to assets, repos etc. as necessary
2. Access to comms platform, code repos, team etc.
3. Timeboxed engagement with specialists from our team
4. Delivery of report with assessment and clear actionable next steps that we can assist with if desired

Why launch a multiplayer mode?

Increase ROI | Reach new audiences | Increase engagement

“..building multiplayer and service-based games is much more profitable; the return on investment on your content creation budget is simply better.” (gamesindustry.biz - The economics of single-player games)