

Cross-Play Enablement Blueprint (CEB)

Whether your game is live or in-development, one of our Tech Leads for crossplay enablement will dive into your codebase and provide clear guidance on what's required to enable cross-play and cross-progression for your project.


What it is

The total engagement is **10 days**: The initial 3 days will involve our cross-play specialists looking deeply into your code. They will assess your project and look at critical tools and systems.

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.

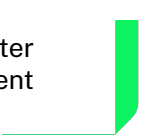
The **deliverable** will be in .pdf form and define clear next steps. There will also be a follow up review call.

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 and repos.
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 enable cross-play for your project?

Greater Player Engagement | Higher Monetisation | Better matchmaking

*Epic Games found that cross-players on Fortnite **played an average 570% more** than non cross-players, and **the monthly ARPU of cross-players was 365% higher** than non cross-players.*