**Indian developers remake Prince of Persia!**

Indian developers from Ubisoft Pune and Ubisoft Mumbai remake Prince of Persia: The Sands of Time. Ubisoft, the French publisher, is well known for the blockbuster titles like “Assassin’s Creed” and “Far Cry”, and now they decided for rebooting the title for Prince of Persia. This also marks the beginning of some international brand of game publishers relying on the in-house studio and its expertise.

Jean-Philippe Pieuchot, Indian studio managing director of Ubisoft specified that: “What we want to showcase is that there is greater control from India and it has always been our intention to show that we can build up together through strong competencies and expertise for game development.”

Additionally, with the announcement of the latest remake and its release, India’s stand and place in the international market of video game industry boosts, and India marks its position not only in the console and PC games’ market but also in the development sector of the industry.

Prince of Persia: The Sands of time, initially launched in 2003, still stay as a top blockbuster and hit title, and among the most popular creations of Ubisoft. The remake follows the same storyline too as the initial classic version of 2003. However, there are more fascinations with the latest version like enhanced graphics, improved angles, and better mechanics in gameplay. Yuri Lowenthal, an American actor played a significant role in voice actor in 2003’s version, and now he carried on with his role for the remake too.

**Official Statements:**

Jean-Philippe Pieuchot believes that this new remake will assure Indian talents to pop up in the development market of the video game industry, and he added that: “We need to make sure that people understand that they can build their career in our industry, not only with us but with so many other companies. We welcome everyone.”

The game director of Prince of Persia: The Sands of Time, Pierre-Sylvain Gires vocalized that: “Prince of Persia: The Sands of Time Remake” is a very important milestone for the studio here because we finally have the ownership of that project… and we can tweak the design and inject into the game what has been in our mind.” He also added: “The studio has proved year after year that we could take more and more responsibilities. We started with Quality Control (QC), then production, and codec on major games like Far Cry and Just Dance. I think it is just the legacy that Indian studios in Pune and Mumbai start to create their games.”

Additionally, the senior producer and studio in charge of Ubisoft Pune, Annu Koul, mentioned: “We had to create the game from scratch. We went to Montreal [Ubisoft Montreal was in charge of the original 2003 title], brought back all the tapes here, and then we had them digitalized.”

Koul ensures that he and his team always knew how not-so-easy remake is going to be and emphasizing on same, he added: “In terms of designing the game, there was one thin line which we have to keep in our mind that is, we have to make this game a nostalgia because there are a lot of fans who want this back. There are a lot of people who have already played this game. So we have to keep that in mind. But at the same time, we have to have this game for the new players who didn’t have a chance to play the game back then.”

Koul also mentioned the technical challenges that will pop up with the designing for the remake, and with this, he specified: “The new Anvil engine which we took was for the open world and we had to create a game which was not an open world. The Anvil engine also powers the Assassin’s Creed franchise.”

Not only these, but there are other bigger challenges too in the technology sector like for the implementation of rewind feature, and Koul mentioned that the rewind is to be made in the engine itself, and added that: “Our main focus was to keep that original feeling of the Prince while enhancing it completely,” To this, Gires added. “So we revisited the three C’s, we improved the combat with the targeted system.”

Furthermore, Pieuchot mentioned that: “The remake of Prince of Persia: The Sands of Time approves that it is going to bring new lights to what we can expect now from this place.”

Also, the Indian branch of Ubisoft’s deputy managing director, Syed Abbas vocalized: “The plan for us would be to keep going and doing more from India, as we have been doing for the last few years”.

**More about the release:**

The remake, “Prince of Persia: The Sands of Time” will soon launch in January 2021 for Xbox One, PlayStation 4, and Windows PC. The new release will also be supportable in Xbox Series X and PS5.