

In recent years, several popular franchises (like [Call of Duty](#) or [Diablo](#)) have received mobile spinoffs, and success soon followed. The mobile market is looking particularly enticing for plenty of developers, which is why [Bungie](#) and [Capcom](#) are two among many other developers looking to get in on that action.

One thing in *Second Life's* favor with its mobile version is the cross-progression (for lack of a better term) it'll have with its PC counterpart. Like [Project Rene](#), the codename for the next installment in EA's The Sims franchise, Linden intends for players to have the same experience on their phones as they do on their computers.

Texto original	Tradução final
<p>In recent years, several popular franchises (like Call of Duty or Diablo) have received mobile spinoffs, and success soon followed. The mobile market is looking particularly enticing for plenty of developers, which is why Bungie and Capcom are two among many other developers looking to get in on that action.</p> <p>One thing in <i>Second Life's</i> favor with its mobile version is the cross-progression (for lack of a better term) it'll have with its PC counterpart. Like Project Rene, the codename for the next installment in EA's The Sims franchise, Linden intends for players to have the same experience on their phones as they do on their computers.</p>	<p>Nos últimos anos, diversas franquias populares (como Call of Duty ou Diablo) receberam versões para dispositivos móveis e o sucesso veio logo em seguida. O mercado móvel parece particularmente atrativo para muitos programadores, razão pela qual Bungie e Capcom são dois entre outros programadores que procuram entrar em ação.</p> <p>Uma coisa a favor do <i>Second Life</i> com sua versão móvel é a progressão cruzada (por falta de um termo melhor) que ele terá com sua contraparte para PC. Assim como o Projeto Rene, nome de código do próximo vídeo jogo da franquia The Sims de EA, a Linden deseja que os jogadores tenham a mesma experiência em seus telemóveis e computadores.</p>