
Mind Riders Technology

Portfolio And Samples

Game Development



Mind Riders Technology
The Miraceles of Minds

Mind Riders Technology
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Game Development

Games are the on the top of its demand now a days, Lots of good games are in the making. We facilitate game development support from its core. From the core of its start we worked on every aspect of the Game, from game design, we support every aspect of coding.

With the team of experienced developers in the sector of game development we can target any platform for ultimate gaming experience. We have worked on the platforms like web, desktop, Facebook, Mixi, IPhone, I Pad, and Android for developing games.

We are working on 2d and 3d Gaming. The technologies that we use to develop the games are as follows:

- *Flash*

- *Flex*
- *Unity3d*
- *Html5*
- *Cocos2d*
- *Box2d*
- *Java*
- *Objective C*

LUMPERS AND LOADERS





Features :

- A game aims give people the lesson of collaboration, this game is basically a team game. Where the people will learn how to work in a group.
- No Of players Selection Mode
- Game Changes According to the no of players.
- More like a Card Game with some Different Style of Implementation.
- Each Players Moves.

Target Platforms:

- Android.
- Android Tablet.
- Web.

Technology:

- *Flash as3.*
- *JavaScript.*

Client:

Dan Sarkar (Fayetteville, United States)

WINDOWS SMASHER





Storyline:

Crazy with the school, collages, and offices. So much angry with then, like to take a bold action. Break their windows to take the revenge. In this game user have the option to choose from different set of buildings. An extensive weapon gallery makes you more effective with your ambitions. Hit the windows by the weapons and complete your revenge.

Features :

- *A game where the windows needs to be break.*
- *Database interaction.*
- *In App Purchase.*
- *3d graphics.*
- *Buildings Animations.*
- *Buildings Designs.*
- *In Build Physics Engine.*
- *High Scores.*

Target Platforms:

- *IPhone.*
- *I pad.*
- *Web.*

Technology:

- *Flash as3, Flex.*
- *Php (Backend Development).*

Client:

Michael Zlotnick (United States)

HANG MAN:





Storyline:

This Game is a Hangman game, the concept behind the game is this game enables user to guess the a phrase and give the user 5 changes to correctly identify the letters in the phrase, if the user is press any wrong letter then the user need to suffer. And 5 mistakes hang him till death. The game lost situation. The beautiful sounds and magical animations let this game playable many times. Enjoy Hangman!!!

Target Platforms:

- *IPhone.*
- *I pad.*
- *Android.*
- *Web.*

Technology:

- *Flash as3, Flex.*
- *Php (Backend Development).*

Client:

Jon Smith (United States)

CHIMAIN GAME:





Storyline:

A game which is developed for the mixi platform which is the biggest social networking platform in the japan. This is a social game which has a cause behind its origin. This game is built to sell the music of the popular artists of a known music company of japan. The music company has committed to fund the same no of tree as the no of music sell through the game.

Features :

- *Played on the Mixi platform .*
- *Invite Friends .*
- *Search music through artist , alphabets.*
- *Purchase music option.*
- *Play music .*
- *Buy music .*
- *Farm in the field.*
- *Visit friends.*
- *Hear the friends songs*
- *Buy a song from friends music list*
- *Buy animals, play with them .*
- *Fr Coin And Cr Coin .*
- *Buy Game coin through real cash .*

Target Platforms:

- *Web.*

Technology:

- *Flash as3*
- *Flex*
- *JavaScript*
- *Php (Backend Development).*

Client:

Ranajit (Japan)

MONSTER BLASTER



Storyline:

Alex went out hunting in a strange land with his dad one day and got separated from his dad by mistake and is now lost . He only has his pistol with him and must find his way back home. Before getting back home, he needs to reach check points which are at the end of each sublevel. To reach every sublevel he has to fight with the enemies in the way and finally achieve the destination.

Features :

- *A continuous running game.*
- *Database interaction.*
- *Social network integration.*
- *In App Purchase.*
- *3d graphics.*
- *Character Design.*
- *Character Animations.*
- *Cocoas 2d.*

Target Platforms:

- *IPhone.*
- *I pad.*
- *Android.*

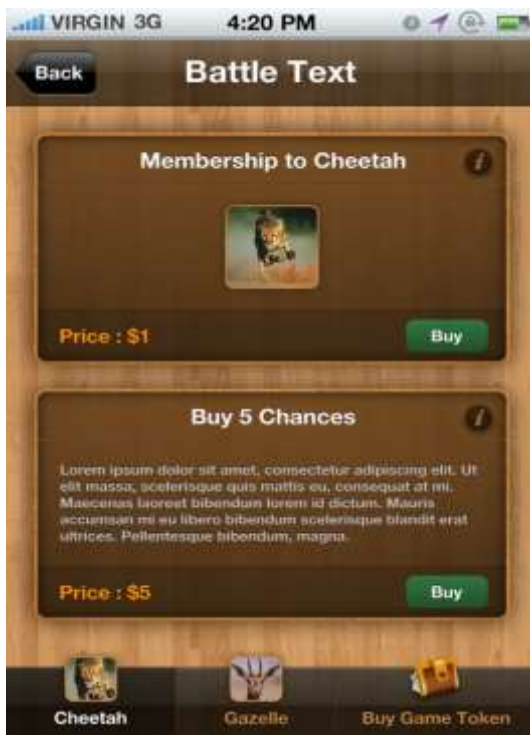
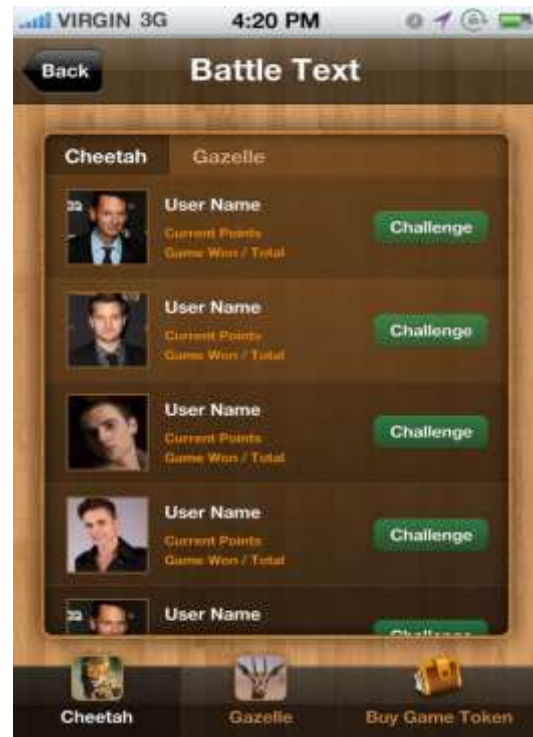
Technology:

- *Objective C (IPhone, I Pad).*
- *Java (Android).*
- *Php (Backend Development).*

Client:

David Henry (China)

BATTLE TEXT



Features :

- *A game aims to put the user into the challenge of read a line flowing text in a small period of time.*
- *Invite Friends.*
- *Challenge Friends.*
- *Friends Online Status.*
- *Messaging.*
- *Dynamic Shop.*
- *Prize.*
- *In App Purchase.*
- *Database Integration.*

Target Platforms:

- *IPhone.*
- *I pad.*
- *Android.*

Technology:

- *Objective C (IPhone, I Pad).*
- *Java (Android).*
- *Php (Backend Development).*

Client:

Anthony Bryant (United States)

ZOOMA POKER





Features :

- *A poker game.*
- *Avatar Selections.*
- *Multiplayer Gaming.*
- *Messaging.*
- *In App Purchase.*
- *Character Design.*
- *Real Time Communication.*
- *Database Integration.*

Target Platforms:

- *IPhone.*
- *I pad.*

Technology:

- *Objective C (IPhone, I Pad).*
- *Php (Backend Development).*

Client:

David Henry (China)

BANANA MONKEY:



Features :

- *A Game basically collecting the banana which are fallen from the tree and fill the banana in the filler and if some of them fall in the ground will lose heart.*
- *cocoas 2d*
- *Physics Engine*
- *2d Graphics.*
- *Like Features*

Target Platforms:

- *IPhone.*
- *I pad.*

Technology:

- *Objective C (IPhone).*
- *ASP.net, SQL Server (Backend Development).*

Client:

Ranajit Chaterjee (Japan)

ROBBIT HOOT:



Storyline :

Like To meet Mr robinhood. Here it is . A small and beatitiful game where our rabbit try to find his meal for the day. He starts with a specific no of bows. When the bears and rats attack him he start fighting with them with his bows. The game is full of entergtainsment with the small elegent rabbit.

Features :

- *Custom Physics Engine.*
- *Lifeline*
- *Elegant Animations.*

Target Platforms:

- *IPAD.*
- *IPHONE.*

Technology:

- *Objective C (I Devices).*
- *PHP (Backend Development).*

Client:

Noan (Canada)

NUMBER GUESSER:



Now choose the bus
that has your number in it.

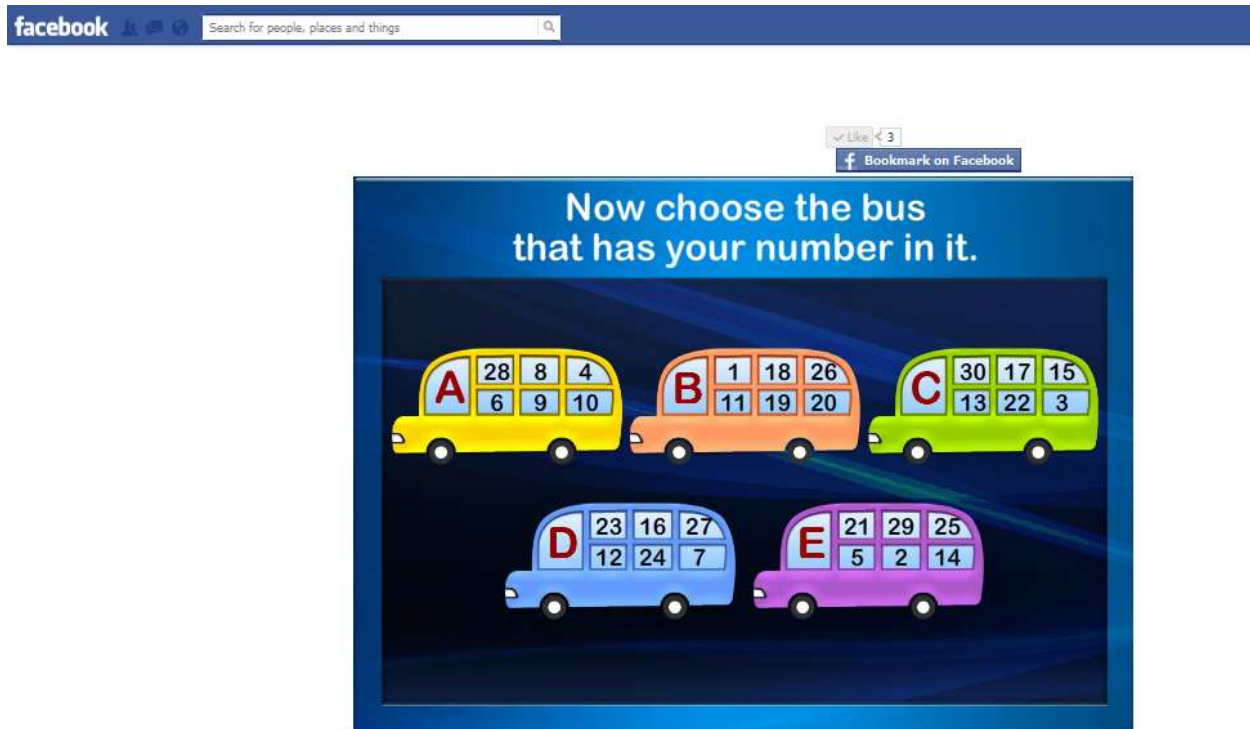


I will now put your number inside the palm I think
you will choose first. **Click on the desirable.**



Share on Facebook

NUMBER GUESSER (FACEBOOK):



Storyline:

A game which is both facilitates web and the Facebook version. This is a game which needs to guess a no by the user. And once the user guesses a number then he have to go through some steps and he finds back his chosen number. A lovely funny interface and mysterious steps leads the users to play for a great fun and entertainment.

Features :

- *Played on the Facebook and Web .*
- *A game with numbers .*
- *Attarctive Design.*
- *Innovative Steps to guess your Number.*
- *Share Scores On Facebook.*

Target Platforms:

- *Web.*
- *Facebook.*

Technology:


- *Flash as3*
- *Flex*
- *JavaScript*
- *Php*
- *FBML*

Client:

Roger Desoga (Singapore)

CROSSWORD:

ACROSS




2. _____ is a non-prophet organization.

HINT
◀ 1 out of 6 ▶

SCORE
0

SOLVE


START OVER



HINT
◀ 1 out of 3 ▶

TIME
3:24

DOWN



1. _____ is a non-prophet organization.

Description:

A game which is facilitates to check your knowledge base on the vocabulary. The Game facilitates to solve the puzzle. The words are coming from the dictionary. Need to solve the puzzle in a specified time. And the score will be display. The Much less time you take to solve it you are the strongest contender to break the records in the word tests.

Features :

- *Played on the Web .*
- *A game with words .*
- *Solve the puzzle.*
- *A Radom Dictionary Api Intregation.*

Target Platforms:

- *Web.*

Technology:

- *Flash as3*
- *Flex*

Client:

NEEL (INDIA)

HAMBERGER GAME:



Prepare the Hamburgers:





Storyline:

A game which is facilitates create a hamburger, it's a basically cooking game, the same kind of game was developed in around 500 in number, enable users to learn how to cook and how we can prepare different food preparation.

Target Platform:

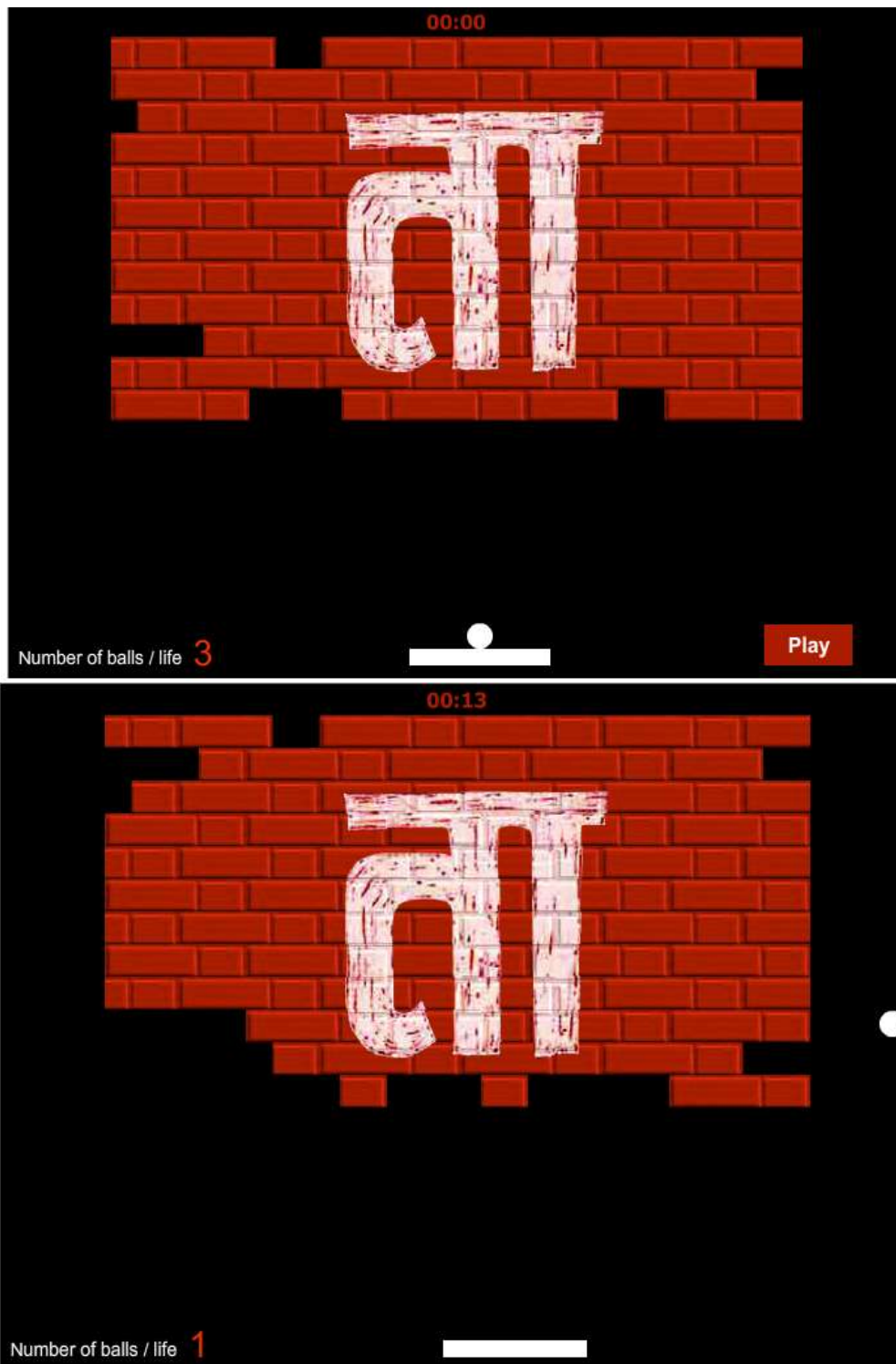
- *Web.*

Technology:

- *Flash as3*

Client: Roger (USA)

BRICK GAME:



Storyline:

It is a game we built for local news Chanel website; the game has a slider whose activity is to break the bricks and the aim of the game is to break the word which is in a local language called “NA”. So basically with the ball user is hitting the bat and the physics engine behind it forces the ball to decide its direction, speed of the bat decides its velocity. It’s a real fun to play.

Features:

- *Custom Physics Engine.*

Target Platform:

- *Web.*

Technology:

- *Flash as3*

Client:

STAR ANAND (INDIAN TELEVISION NETWORK)

Some Other Games:

3d car game:





CONTACT INFORMATION

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Looking forward to hear your positive response.

Thanks and Regards,
Mind Riders Technology