



Presidency of the Islamic
Republic of Iran
Vice Presidency for
Science and Technology



Fifteenth Volume

GAME AND ANIMATION

Knowledge-Based Products and Equipment

مجلس المدینة العلمیة

Knowledge-Based Products and Equipment
Game & Animation





Presidency of the Islamic
Republic of Iran Vice Presidency for
Science and Technology

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Export Development &
Technology Transfer Fund

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— www.ihit-expo.com —

Knowledge-Based Products and Equipment Fifteenth Volume: **Game & Animation**

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Preface

One of the key factors in a nation's industrialization and economic complexity is technology. Complex economies can connect vast networks of individuals with relevant information to produce a variety of knowledge-based goods. Indeed, the types of goods or products that are ultimately supplied to international markets are taken into account when determining the complexity of an economy.

A knowledge-based economy is one in which the application of knowledge and information plays a significant role in shaping production and distribution, and where investments in knowledge-based businesses have drawn particular attention. Along with enhancing nations' competitiveness, the transformation of economies into knowledge-based economies has the potential to have a significant impact on international trade.

7000 knowledge-based businesses in Iran provide knowledge-based goods that are the result of the expertise and experience of professionals and university graduates. These businesses, which occasionally resemble enormous technology factories, sold more than 10\$ billion worth of goods last year and exported 1\$ billion or so to various nations. The Presidential Deputy for Science and Technology is recognized as the most significant authority for direction, leadership, and development of the technology area in Iran. It serves as a support organization for startups and knowledge-based businesses by finding and selecting these enterprises. This book, along with 19 other books, is a carefully curated selection of goods with a track record or export potential that was put together using data provided by chosen businesses for presentation to foreign clients, business people, and government and academic officials interested in using these goods. To review the company's manufacturing and distribution records, access to technical knowledge and specialized human resources, production and export capacities, and after-sales services, two specialized and commercial committees were formed separately, and each committee reviewed the products in detail with the participation of technical and commercial experts.

In this procedure, specialized committees were held with the collaboration of the experts of the center of companies and knowledge-based institutions of the Deputy for Science and Technology, headed by *Dr Reza Asadi Fard* and Coordinated by *Engineer Mojtaba Houshmandzadeh*. In addition, *Engineer Mehdi Ghaleh Noei* and *Engineer Ruhollah Estiri* presided over commercial committee meetings, which also included businessmen from the private sector, and I want to express my gratitude to these two groups for their work and assistance.

I also want to appreciate the project manager, *Zahra Afzali*, who has taken on a lot of responsibility and given close attention to the project's design and development from the beginning with innovative ideas.

I also think it's important to recognize and express my gratitude to my other colleagues for their efforts in gathering, reviewing, contacting firms, selecting, and rewriting texts, and finally editing and creating this book:

Project monitoring and editing team: *Mohammad Torabi, Fereshte Elahi*

Evaluation team: *Mostafa Moghadas, Mojtaba Vahidi Asl, Ashkan Rahgozar, Mohsen Keshtkari*

Editorial team: *Roghaye Mohammad Khanpour, Mohsen Bayghareh, Mohammad Amin Sadat Akhavi, Nima Sabeti, Mostafa Moghadas, Mohammad Matin Shirzad*

Design team: *Mohammad Hossein Pourdabbaq, Masoud Khalili*

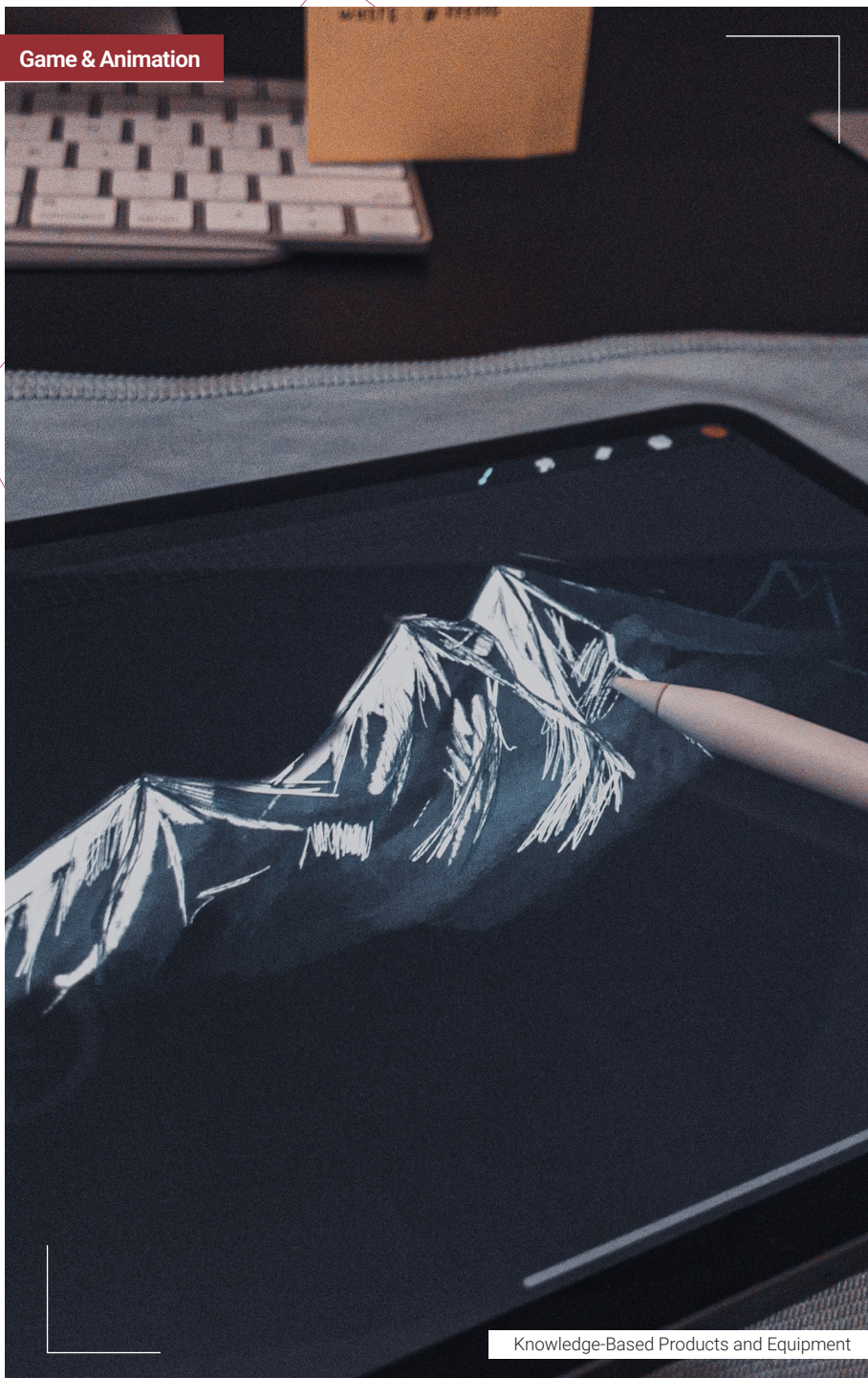
I want to underline that the aforementioned goods may be offered in a variety of ways in the country of destination, including export of end products, export of semi-finished and assembled products at the destination, joint production in the destination country and other economic cooperation. In each of the aforementioned scenarios, the Export Development and Technology Exchange Fund is prepared to co-invest in the target countries and guarantee the purchases as a financial sponsor of knowledge-based export enterprises.

The book's conclusion also includes a list of export management firms authorized by the Deputy for Science and Technology for communication, Iran Houses of Innovation & Technology (iHiTs), located in several countries, and commercialization and technology transfer agencies. Finally, I am hoping that this book will be beneficial to the readers and provide them with a thorough grasp of Iranian technological advancements.

Regards,
Mehrdad Amani Aghdam
CEO of Export Development and Technology Transfer Fund

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Game & Animation



Knowledge-Based Products and Equipment

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Introduction

The Origin of Industry and Export in The Eyes of Iranians

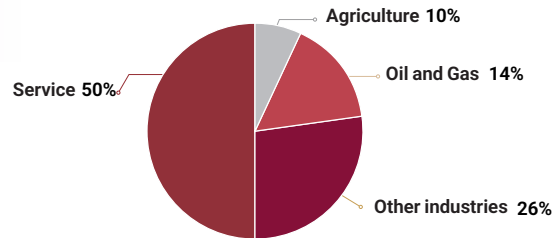
The ancient land of Iran has long been the source of knowledge and industry, and Iranians have played a significant role in the development, evolution and promotion of science and human awareness. Most historians of the world believe that most of the advances in science and human civilization are owed to Iranian civilization and the most brilliant works of art and the highest industrial levels has come from the minds of Iranians. Metalworking industries, agricultural industry, pharmacy and alchemy with themes including tile glazing, carpet dyeing, fabrics and glass were some of the industries that were considered by ancient Iranians. In parallel with the special attention to the development of industry, the history of mutual trade relations between Iranians and other civilizations in East and Central Asia, Europe and Africa has a long history, and Iranians have played a significant role in the expansion of global altruism since long ago by being on the route of the Silk Road and maritime trade.

We Iranians today, like our ancestors, consider industry, art and production in our ancient land to be a transformative and constructive place, and we consider the development of technological interactions and the trade of knowledge-based industrial products with other countries as an opportunity for friendship and the expansion of ties.

Industry and Export in Today's Iran

Industrial development has a very important place in the plans and policies of the Islamic Republic of Iran due to the creation of value added, job creation, increase in exports and reduction in imports, and the transition from an economy dependent on oil and mineral raw materials to an industrial and manufacturing economy, especially an economy dependent on new technologies, is a grand plan that has been adopted for this purpose. Currently, 50% of Iran's gross domestic product is allocated to services and another 50% to industry and manufacturing, which includes 10% agriculture and food industry, 14% oil and gas industry, and 26% other manufacturing industries.

The Share of Various Activities in Iran's GDP

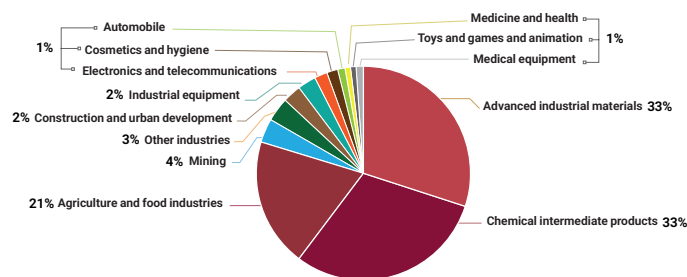


In the meantime, various industries such as pharmaceuticals, medical equipment, construction, communications and telecommunications, energy, mining, chemicals, etc. have a special share of Iran's gross domestic product, and their production, in addition to covering a considerable amount of country's domestic needs, are exported to various destinations.

According to World Customs Organization data, in 2021, the Islamic Republic of Iran had exports equal to 75 billion dollars, almost half of which is allocated to non-oil industries and processed industrial products. Advanced industrial materials, chemical intermediate products, agricultural products and food industry are all among the biggest exporting industries with more exports.

Iran's Exports in 2021

Ref: Trade Statistics for International Business Development ¹



¹ www.trademap.org

Regarding the main export destinations of Iran, it should be noted that China, India, Indonesia, Russia, Uzbekistan, Ghana, Germany and South Africa, as well as among the regional neighbours, Iraq, Turkey, UAE, Afghanistan, Pakistan, Oman, Turkmenistan, and Azerbaijan account for the largest dollar value of imports from Iran.

Where the New Technologies Stand in Iran's Industry

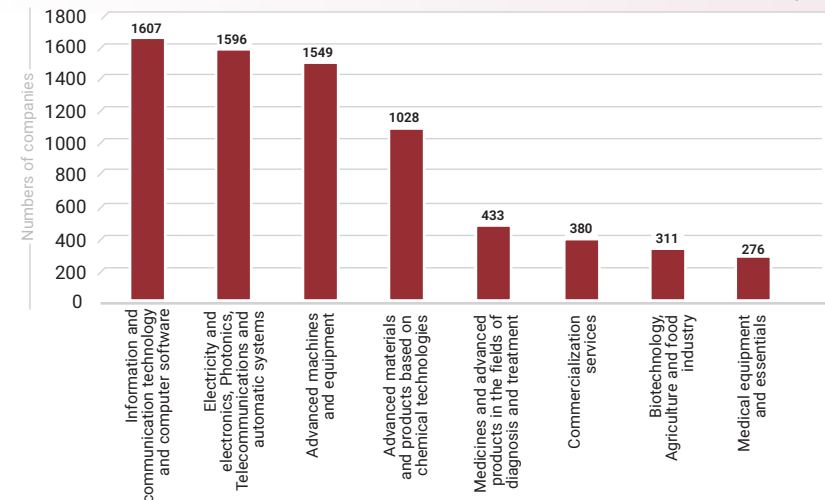
Paying attention to the development of new technologies, commercialization and its influence on manufacturing industries has caused the Islamic Republic of Iran to experience a growing progress in this field in the last decade; An issue that has taken place in Iran in the form of the development of knowledge-based enterprises. Based on this, the meaning behind knowledge-based enterprise is as follows:

A private company that produces products or provides services that have the following three features:

1. The product or service provided by the company has a high or medium to high technology level and its technical knowledge has a significant technical complexity (technology level condition).
2. The product or service design in the company is based on internal research and development or technology transfer (Research and development-based design condition).
3. The company is able to produce and provide the mentioned goods or services to the market (production condition).

Currently, more than 7 thousand knowledge-based enterprises in Iran are producing products and providing services in the field of various technologies. These companies produce more than 15,000 products or services in total, and their direct employees, which generally include people with a high level of education, are around 250,000 people.

The Number of Knowledge-Based Companies - Technology Fields



The export of Iran's knowledge-based enterprises has been growing in the last 5 years, and these companies currently account for about %2 of Iran's non-oil exports.

The Largest Export Destinations of Iranian Knowledge-Based Enterprises in the Last 5 Years



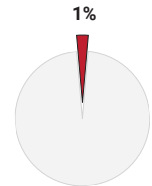
The Status of Knowledge-Based Products in Game & Animation

The importance of video games and animated movies is not hidden to anyone. These products are of the utmost importance due to their profound positive and negative effects on the minds of their audience, children and teenagers in particular. If these products are used properly and optimally and have appropriate content, they will hone social skills, increase creativity, develop and strengthen problem solving skills, teach new skills and increase awareness, and if the desired social norms are not adhered to and violated in them, they will cause excessive stimulation of the sensory system, lead to aggressive behavior, social isolation and even physical and bodily problems. Therefore, it is necessary for the authorities of each country and, on a smaller scale, for families to seriously pay attention to this industry.

Therefore, the internal development of these technologies and the production of domestic games and animated movies have been considered very specifically by the industrialists and statesmen of the Islamic Republic of Iran in the last ten years. Since information technology forms the basis of the development of these products and accounts for more than %20 of the production volume and employment of Iran's knowledge-based enterprises, it can be said that the production capacity of animated products and video games by Iran's knowledge-based enterprises is much more than

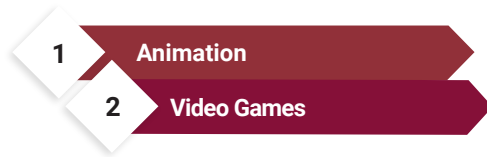
the 90 products that are currently produced by 60 companies. Perhaps the newness of this sector and also the elasticity of demand serve as a beacon of hope to increasing the number of these products in Iran's innovation ecosystem. Finally, regarding the export of knowledge-based products of this industry, it is worth noting that, due to the software nature, commercial and international interactions of this industry between Iranian knowledge-based companies and international contacts take place in a context other than customs interactions and several countries including Central Asian countries, Arab countries of the Persian Gulf region and finally African countries are the target market of this production.

The Percentage of Game & Animation Companies from All the Knowledge-Based Enterprises



The Division of Knowledge-Based Products in Game & Animation

As previously mentioned, the heavy dependence of the game and animation industry on the information technology industry and its very important social position in Iran have caused officials to pay special attention to this area and the supply of various knowledge-based products in it. In this book, products have been collected that can be divided into the following categories:



The following describes each category and their subcategories in order to give a general understanding of these areas.

1 Animation

Animated movie is a type of storytelling in which each film frame is produced individually as a computer graphic, or by photographing of an image or making frequent small changes in a single model and is then filmed by a special camera. In fact, animation is the art of creating images to create the illusion of movement. The capabilities of knowledge-based companies in the production and supply of various animated movies are presented in this category, which can be divided into the following subcategories:

- **First Section | 3D Animated Movie:**

In 3D animated movies, in addition to length and width, depth is also added to images and this causes changes in rotation, position and scale. In this animation, the angle of view, the amount of lighting, etc. are very important. The method of animation includes three basic parts: modeling, positioning of objects and animation, and outputting. Modeling means building objects in the scene and position of objects and animation refer to the process of placing and animating objects.

- **Second Section | 2D Animated Movie:**

2D animated movie is an ordinary animated movie that is created with simple movements in a two-dimensional space without depth. There are no real movements in this animation and they are created manually or with computer software on two x and y axes. This type of animated movie is created by creating continuous images or frames and requires creativity and technical skills. In this subcategory, two-dimensional animated movies produced by knowledge enterprises have been included.

- **Third Section | Animation Production Services:**

The companies producing the products that fall into the 2D and 3D animation subcategory, also have the ability to produce any other 2D and 3D animated movies upon request, therefore they are not repeated in this subcategory. In addition to these cases, services such as character design and storytelling, etc. have been introduced in this subcategory.

Start chapter at page 20 »

2 Video Games

The widespread use of video games in different societies need not be introduced. However, it can be introduced in commercial literature as all the games played by a player or a gamer with the help of an electronic game console such as a mobile phone, TV or computer. Video games and peripheral products produced by Iranian knowledge-based companies can be classified into the following subcategories:

- **First Section | Serious Games:**

Serious games are a type of video games that simulate a situation, a job or a way of learning an occupation, and entertainment is regarded as less important in their structure. These games are used in various fields such as education, health care, marketing and other businesses and industries. Serious games combine learning strategies, knowledge, structures, and game elements to teach specific skills and attitudes. In this subcategory, serious games produced by knowledge-based companies have been presented.

- **Second Section | Entertainment Games:**

These games are a type of video game that is produced with the explicit purpose of pure entertainment, although these games are not specifically designed for purposeful learning, incidental learning is possible while playing such games. This subcategory includes fun games produced by Iranian knowledge-based enterprises.

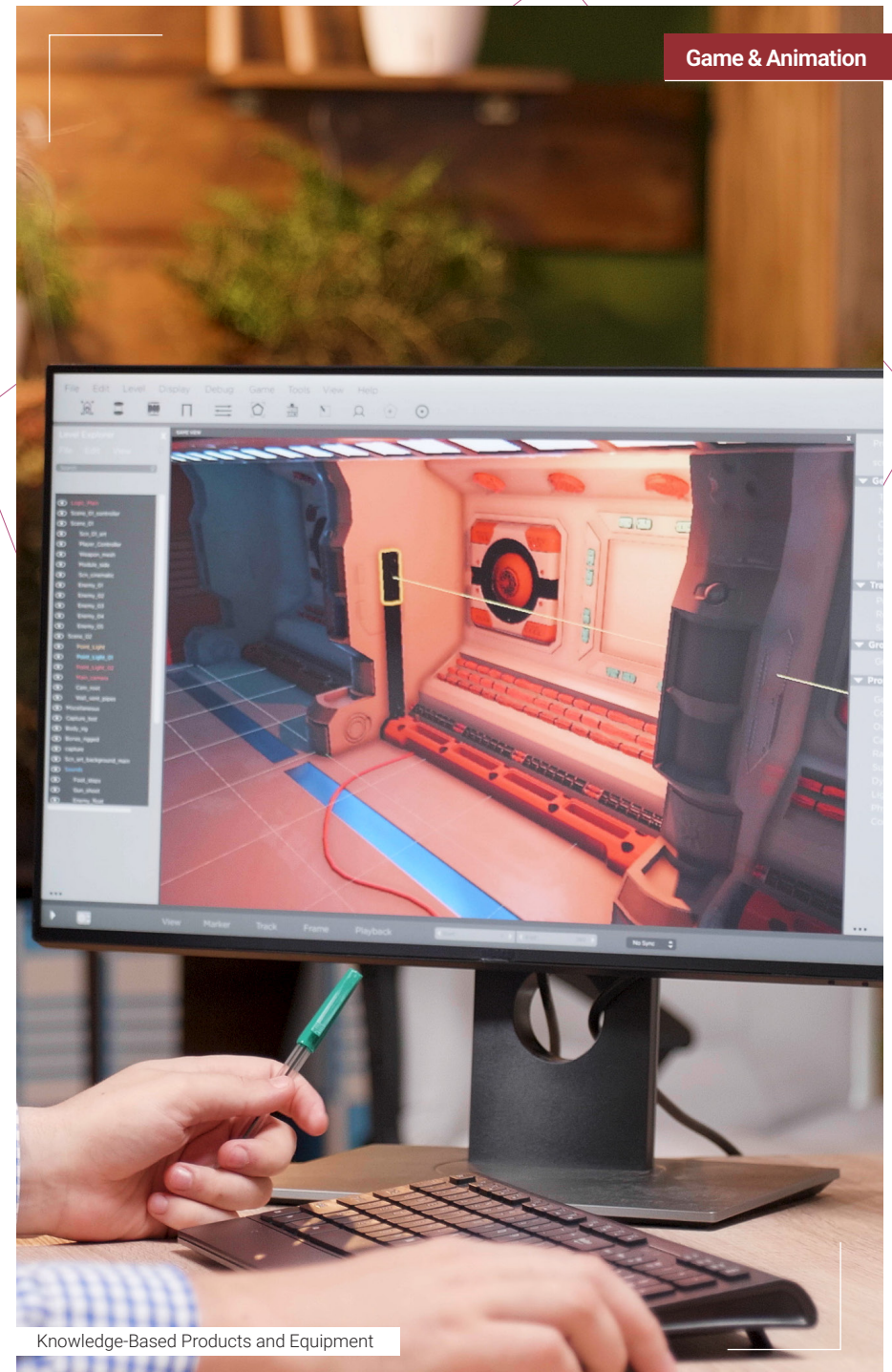
- **Third Section | Online Video Games:**

The main feature of the games in this subcategory is that they are online, and this feature has led to the potential use of the ability of networking and communication between gamers on the Internet even beyond geographical boundaries.

- **Fourth Section | Services and Infrastructure of Game Production:**

The companies producing different games that were introduced in the previous subcategories have the ability to produce many other related and requested games, so repetition is avoided in this subcategory. In addition to these cases, the necessary infrastructure for the production of games have also been introduced in this subcategory.

Start chapter at page 56 »



Game and Animation

First Chapter Animation

- 3D Animated Movies
- 2D Animated Movies
- Animation Production Services



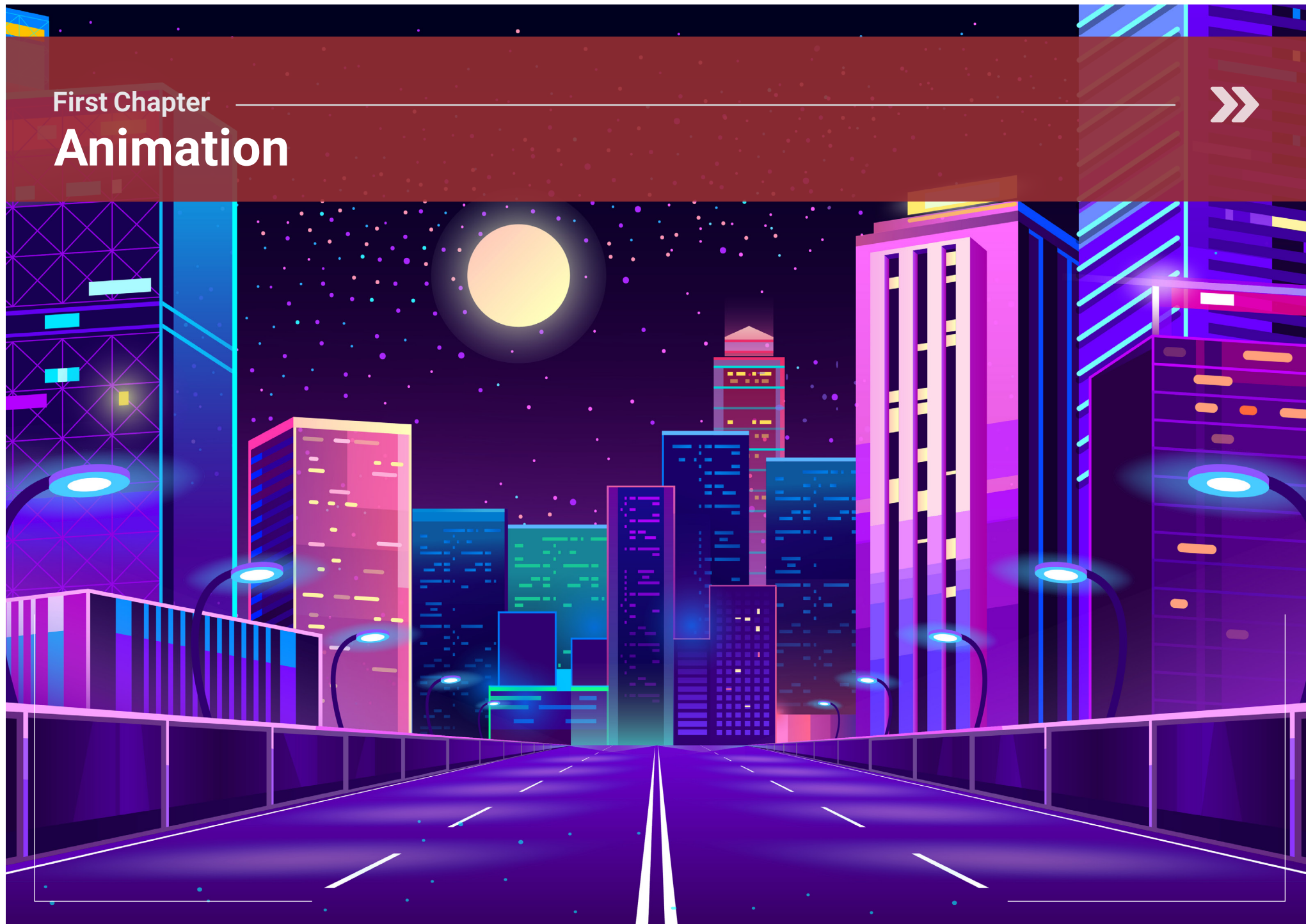
Second Chapter Video Games

- Entertainment Games
- Serious Games
- Online Video Games
- Services and Infrastructure of Game Production



First Chapter

Animation



1st CHAPTER

First Chapter

Second Chapter

Animation

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Sections

- 3D Animated Movies ○
- 2D Animated Movies ○
- Animation Production Services ○



➔ **Faraso Abad Aseman Khial Co.**

Founded: 2015

Woof Meow Animated Series

www.fara3D.com

Product Introduction:

This is an animated series about two kittens named Binks and Lulu and puppies who are their friends.

These two kittens and their friends, whose names are Oscar, Sparky and Snickers, will have a life full of adventure.

This product is an animated series.

Application:

Animated series suitable for children and teenagers of countries in the region.

Technical Specifications:

- * It is made with three-dimensional technique
- * **Dolby sound:** 5.1
- * **Image format:** 2K



➔ **Faraso Abad Aseman Khial Co.**

Founded: 2015

www.fara3D.com

Loopetou Animated Movie

Product Introduction:

“Loopetou” is a musical animated movie with comedy atmosphere. In the Kermani dialect, “Loopetou” refers to handmade dolls and toys.

This animation is the story of toys that are made by the patients of a psychiatric hospital. The popularity of Loppetou toys becomes a problem for Mr. Kamali, who is in charge of the psychiatric hospital and project manager of Lopto. But Mr. Kamali’s son and wife, with great hope and effort, save him and the psychiatric hospital from this predicament.

This animated series is imbued with concepts of hope and effort in difficult times for children.

This product is an animated movie.

Application:

Serial animation suitable for children and teenagers of countries in the region.

Technical Specifications:

- * It is made with three-dimensional technique
- * **Dolby sound:** 5.1
- * **Image format:** 2K

Achievements in Domestic or Foreign Prestigious Events or Festivals:

International festival of films for children and teenagers

Markets or Platforms:

Loopetou animated movie has just been premiered in cinemas



➔ Hoor Studio

Founded: 1994

www.hooranimation.com

Fox & Rooster 2 Animated Movie

Product Introduction:

Fox and Rooster animated movie is designed regarding the period of adolescence and refers to the fact that every teenager is inclined to do some things without knowing the possible consequences. By watching the controlled scenario in this series, one gets mostly informative results.

This product is an animated series.

Application:

Entertainment and animation for teenagers

Technical Specifications:

The following pieces of software have been used to produce this product:

- * Mad3D
- * Maya
- * Photo shop
- * Corel Draw



➤ Torang Co.

Founded: 2019

Super Mind Animated Movie

Product Introduction:

The introduced animated series (Super Mind Project) was commissioned by the University of Cambridge, which teaches the audience English through stories, and thus, along with language teaching, cultural concepts are also taught and transmitted. It is necessary to explain that this product is custom-made and the customer has the rights to make use of it.

This product is a short animated movie or advertisement.

Application:

3D animated video for teaching English, which was prepared in line with the following values:

- * Critical thinking
- * Life skills
- * Connecting with and relating to the characters of the story
- * Research-based learning

Technical Specifications:

From a technical point of view, the optimization and development of Maya peripheral software such as Shave & hair cut using MEL and Python language, as well as the development of the Red Shift rendering engine and the increase in quality, can be deemed the technical features of the product. The dominant technologies used to produce the products are Autodesk Maya and Houdini in the software department and Render Farms in the hardware department. Some plugins written in C++ language have been written for Maya software.

Advantages:

- * Receiving orders, marketing and interacting with international organizations and companies to utilise the capability and potential of animation production in Iran
- * Improving the quality and appropriate output according to the needs and goals of the customer and the beneficiaries of the 3D animation series
- * Software management and control and adding efficient plugins to expedite the production process
- * Having a mechanism to create an accurate and efficient pipeline for production of animated series

Markets or Platforms:

University of Cambridge educational platforms



➔ **Hoorakhsh Studio**

Founded: 2018

www.hoorakhshstudios.com

“Juliet and the King” Animated Movie

Product Introduction:

«Juliet and the King» animated movie is the second project of Hoorakhsh Studio that is being made. This work, which is a musical and family animated movie, is being produced based on the Naseri history. In this animated movie, a young aspiring but novice theatre actor is invited by Naseruddin Shah to Iran to play the role of Juliet in a play; But the king has other plans for him.

Export history:

100,000 \$

This product is an animated movie.

Application:

In Iranian and foreign cinemas, domestic and foreign DVD and VOD markets, domestic and foreign televisions.

Technical Specifications:

- ✦ **Technique:** Two-dimensional digital and three-dimensional
- ✦ **Format:** Movie, series
- ✦ **Sound specifications:** Dolby Atmos technology
- ✦ **Image Format:** 4k anamorphic

Advantages:

The possibility of producing 2D animated movies at a high scale and production volume with global standards.

Achievements in Domestic or Foreign Prestigious Events or Festivals:

- ✦ Introduction at Fantasia Canada Festival 2021
- ✦ Introduction at Annecy Festival 2022

International Standards, Licenses and Approvals:

This product has been registered in the UK copyright system.



➔ **Hoorakhsh Studio**

Founded: 2018

www.hoorakhshstudios.com

“The Last Fiction” Animated Movie

Product Introduction:

The animated movie of Final Story is an adaptation of the Zakhak story of Ferdowsi's Shahnameh, which was premiered in the country in 2019. This animated movie, which was produced in 100 minutes, won 16 domestic and foreign awards, including the Crystal Simorgh of the Fajr festival and 3 Golden Butterflies from Isfahan Children and Youth Film Festival. Final Story is the first Iranian animated movie that was included in the final list of Oscars. This animated movie includes products such as tabletop games, mobile and tablet games, comic books and other ancillary products.

Export history:

100,000 \$

This product is an animated movie.

Application:

In Iranian and foreign cinemas, domestic and foreign DVD and VOD markets, domestic and foreign televisions.

Technical Specifications:

- ✦ **Technique:** Two-dimensional digital and three-dimensional
- ✦ **Format:** Movie, series
- ✦ **Sound specifications:** Dolby Atmos technology
- ✦ **Image Format:** 4k anamorphic

Advantages:

The possibility of producing 2D animations at a high scale and production volume with global standards.

Market or Provider Platforms:

The animation of the last fiction is being broadcast on the domestic platforms of Namava and Opera, as well as in 32 countries on platforms such as Amazon, Sine Square, Voodoo, Film In, iTunes, Tobi, etc.

Achievements in Domestic or Foreign Prestigious Events or Festivals:

- ✦ The first representative of Iran at the Oscars, for animated movie
- ✦ The first appearance in the most important animation festival, the Annecy Festival in France. Receiving the first crystal Simorgh from Fajr Film Festival along with 15 internal awards.

International standards, licenses and approvals:

This product has been registered in the UK copyright system.



Life Skills 2 Animated Movie

www.hooranimation.com

Product Introduction:

The "Life Skills" series is an Iranian animated film about an understanding and respectable family, which teaches positive messages of positive life skills by helping friends and neighborhood residents to solve their problems in each episode of the series.

This product is an animated series.

Application:

"Life Skills" animated series is produced for different age groups across the country.

Technical Specifications:

The following pieces of software have been used to produce this product:

- * Mad3D
- * Maya
- * Photo shop
- * Corel Draw



Ani and Mani Animated Series

Product Introduction:

"Ani and Mani" is an Iranian mini-series in the family and child genre that tells the story of two children named Ani and Mani and their adventures. This animated series is in the adventure genre.

This product is an animated series.

Application:

Educational entertainment for 3-6 year olds around the world

Technical Specifications:

This animated series is made with cut-out technique

Market or Provider Platforms:

Filmo and Apparatkids

Views:

Each episode is viewed about 200 times on aparat.



➔ **Ghab Roya Co.**

Founded: 2020

Kartoni Ha (Kati Kartoni) Animated Series

Product Introduction:

This product is a serial animation with the aim of educating the audience. This children's animation, which is aired on Pouya channel, tries to teach children the role of family and people.

This product is an animated series.

Application:

Education and Entertainment for children

Technical Specifications:

- * The pre-production software for story reel is toon boom Storyboard 7.
- * Character modeling software is Moho.
- * The software for rigging and setting up the characters and production (Animate) of this animation is Anime Studio 12 (Moho).
- * The rendering software of this animation is Moho.
- * The composite software of this animation is After Effects.
- * The pre-production and story reel of the product has been done using the language unique to «TOON BOOM» company and with the help of the «Toon BOOM Storyboard» product.
- * Modeling of characters and animating and setting up the characters using the «language specific to Lost Marble company» and with the help of «Moho» product.
- * Correcting the colors and combining the output of different software components in the final image using the language specific to «ADOBE» company and with the help of «ADOBE AFTEREFFECTS» product.
- * Mixed and mastered using the language specific to ADOBE company and with the help of ADOBE PREMIERE product.
- * **Code development mechanism:** This process is performed in the pre-production stage. The specific art requirements are tested on different software and the time and cost are transferred to the producer.
- * **Build & compile mechanism:** During all production stages, repetitive movements are produced in the form of high-quality archives and are available to people. For example, in the animat stage, the movements of walking, running, sitting and standing up are performed once with high quality and is provided to the animators.



➤ **Ghab Roya Co.**

Founded: 2020

R-man (Arman) Animated Series (White Mountains)

Product Introduction:

The cartoon "Arman" is the story of a boy with the same name. With the help of his power bracelet and other forces, he plans to fight against "Karakan". Karakan is a person who has planted chips in people's brains to guide and manage them.

This product is an animated series.

Application:

Education and Entertainment for children and teenagers.

Technical Specifications:

- * The pre-production software for story reel is toon boom Storyboard 7.
- * Character modeling software is Moho.
- * The rigging and setup software of the characters and production (animate) of this animation is Anime Studio 12 (Moho).
- * The rendering software of this animation is Moho.
- * The composite software of this animation is After Effects.



Founded: 1990

www.irannovin.net

Providing Design and Production Services for Animated Advertising Teasers

Product Introduction:

This service consists of making advertising and television teasers for broadcast on radio and television.

This company has produced various promotional teasers for various companies and products.

This product is a service for production of short animated movies or advertisements.

Application:

Advertisements for organizations, etc.

Technical Specifications:

In the production of these teasers, several programs and software are used, among which the following can be mentioned:

- * Composite
- * NUKE
- * After Effects
- * Cinema 4D
- * Maya
- * Z brush
- * Houdini

Advantages:

- * Appropriate quality of services provided to customers
- * More use of technological tools instead of tool development
- * Focusing on advertising and value-creating education
- * Daily production and management of related complexities
- * High level of production in terms of technique and good output quality



➔ IFA Tasvir Aria Co.

Founded: 2010

www.ifatasvir.com

IFA Realtime Animation Engine

Product Introduction:

This product is developed based on Unreal4 game and animation engine, which is an open source engine; Also, it is made of various tools for the purpose of transferring 3D models and characters, and it consists of 3D design environments such as Autodesk 4D for real-time rendering environment process.

The animation production tool has been used with a realtime game engine.

This product is an AR/VR game or animation service.

Application:

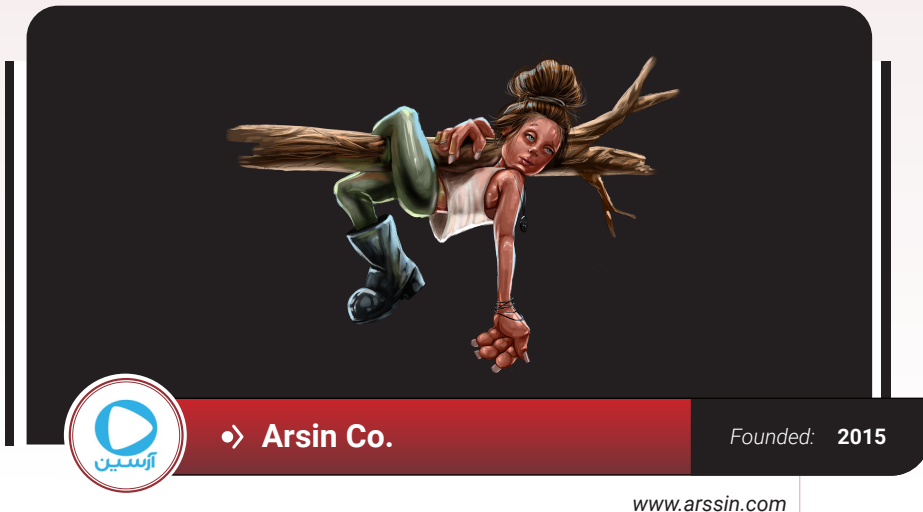
Animation producers on the Unreal engine platform

Technical Specifications:

Python, Java and Max Script have been developed. The architecture of the engine is based on the paradigm, Java with third party languages, the tools inside the engine are written in C++ language and object-oriented tools and the application features are designed and implemented in a component-oriented manner. The product development process was based on agile methodology.

Advantages:

Using real-time rendering technology



Animation Design and Production Services, Brand Characters and Game Art

Product Introduction:

A brand character is actually an animal, moving object or human that is symbolically known as the spokesperson and representative of the brand, and its main purpose is to enhance the brand identity and establish emotional and sensory communication and convey the message and values of the brand to the audience.

This product is a service for production of short animated movies or advertisements.

Application:

- ✧ All brands for branding their business
- ✧ Advertising agencies for their clients
- ✧ All businesses that need a brand identity for marketing and advertising.

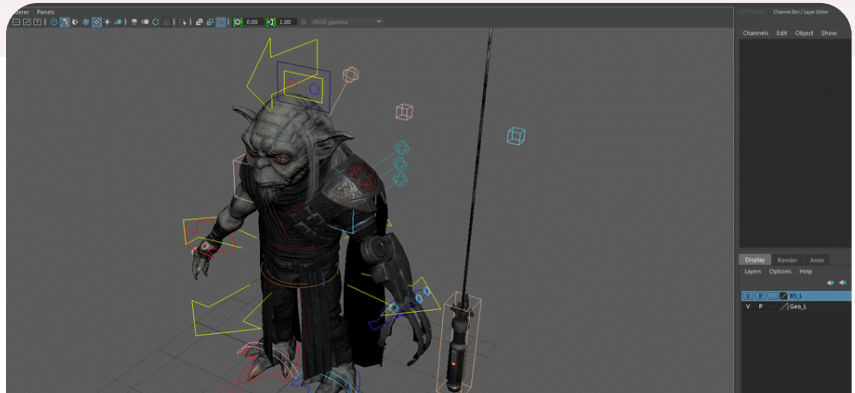
Technical Specifications:

Brand character includes the following details:

- ✧ **Conceptual identity:** Personality and archetype, existential philosophy, etc.
- ✧ Character visual design
- ✧ 3D Modeling, Rendering, Rigging, Facial, and also including all kinds of poses and expressions

Advantages:

High-quality level and output on the level of international standards.



➔ Fanoos Khial Co.

Founded: 2018

Animation Production Services

Product Introduction:

In order to provide animation production services, the “Fanoos Berke Khiyal” video film company first converted the story into a script by using text summarizer and finally, the process is completed by using Python programming language and applications such as After Effects, Maya, etc.

This product is a service for production of short animated movies or advertisements.

Application:

- ✧ For all organizations and individuals such as the Islamic Republic of Iran Broadcasting
- ✧ All advertising companies, etc., for advertising and entertainment purposes

Technical Specifications:

These services are offered to customers using Python programming language and software such as After Effects, Maya, etc.

Advantages:

- ✧ Production of rig or bone joints without using ready-made plugs
- ✧ Using the text summarizing system to produce and select the screenplay



➤ **Payeshgaran Roshana Touse Co.**

Founded: 2020

360-Degree Virtual Reality Products

Product Introduction:

This product is a collection of several films and virtual reality concepts, the production of Narrative panoramic immersive video using 360-degree camera technology.

This product is an AR/VR game or animation service.

Application:

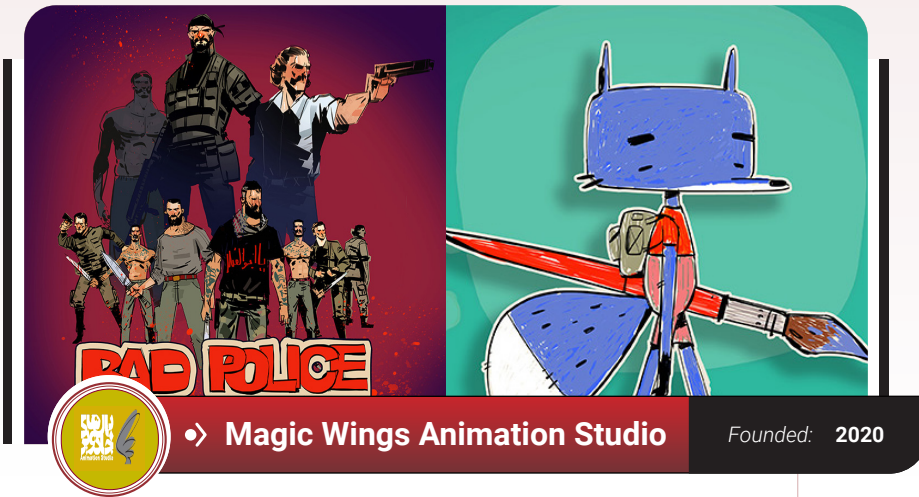
Entertainment

Technical Specifications:

This collection has been able to produce narrative films by using 360 degree camera technology. This company has so far made 3 films, and has faced technical challenges in mise-en-scène, sound recording, dubbing, and combining film and animation, but has been able to overcome most of these challenges with innovative methods; Meanwhile, the company is currently trying to overcome découpage challenges in its next films.

Achievements in Domestic or Foreign Prestigious Events or Festivals:

- ✧ Tampere Film Festival first prize
- ✧ Best Film Award from Digital Arts Festival
- ✧ Award for the best film of the Moonfaze Festival
- ✧ Galway Best Irish Film Award
- ✧ America's HollyShorts Film Award
- ✧ Milan Film Festival
- ✧ Orcas Island Film Festival
- ✧ Paris Court Film Festival
- ✧ Chela Film Festival



Interactive Storyteller

www.magicwings.ir

Product Introduction:

This product includes 3 general parts of animated movie, game, and program combining the mentioned two parts. The end user, amid the animation, enters a small game and the animation continues with different stories and endings depending on the achievements in the game or the choice of the topic; In other words, this product manages the child's free time by using a smart system interwoven with game and animation and encouraging the creativity (from the time the child wakes up until sleep time).

Application:

- * Time management and fostering creativity in ages 4 to 14.
- * Behavioral and cultural analysis of children by gathering and analyzing statistics that is incorporated in the interactive content.
- * Converting the product into a market for children to buy products related to them (using smart advertising and selling children's products).

Export history:

45,000\$

Technical Specifications:

To produce the final product, the required technology can be divided into 2 general parts:

The following pieces of software are used to produce animation:

- * Photoshop
- * After Effects
- * Blender
- * 3DPaint

The product development language is Python and Godot game engine, and efforts are being made to localize and produce the application design technology using only domestically made products. In addition, due to the growing trend toward this language and its expansion for web and mobile application design, it is predicted that it will remain among the three most used and updated languages for at least the next 10 years.

Advantages:

- * The high value of intellectual and legal copyright of product content and their franchise
- * Stories in accordance with the native culture of the Middle East which can be presented on a global level
- * Original graphic design that can compete with the graphics of international video products and compete in international festivals and events.
- * Diverse titles in terms of quantity and quality and the possibility of developing each story up to 500 episodes while maintaining attractiveness
- * The possibility of creating a story by the audience and recording the narration, voicing or dubbing in the product software
- * Creating creativity in children and teenagers by designing different story lines in the story
- * The ability to customize products to make videos for children's birthdays and other events
- * Ability to launch the product in the market of the countries of the region, in accordance with the culture of the Middle East for cultural export and identity formation
- * Indirect education and improving children's intelligence and building self-confidence and preparing them for social interaction
- * The possibility of adding a teaching aid section in the application for students
- * The possibility of sharing amateur products produced by children and teenagers in order to encourage their creativity
- * Utilising the potential of the country's artists and their stable employment in the emerging market and stabilizing their economic status
- * Programmability of the product to adjust the child's time by parents
- * Being smart in observing the age group and daily recommendations to parents by analyzing children's behavior and suggesting suitable content for them and preventing them from being immobile and idle for long.

This product is an animated series.

Second Chapter

Video Games



PLAY

2nd CHAPTER

First Chapter

Second Chapter

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Fruit Craft Game

www.todco.ir

Product Introduction:

Fruit Craft (Battle of Fruits) is an Iranian card game and more than 200 new characters are involved in it. These characters help to collect a set of cards and finally, with the progress of the game, create weekly leagues and battle with other players live.

Fruit Craft (Battle of Fruits) is considered the first Iranian card game and the best-selling and most popular Iranian card game.

The competitive atmosphere of this game has created a lot of excitement for the players. Players can unite with their friends, create multiple clans, and shout battle cries for enemies who are chosen from all over Iran.

This game can be played on different devices, including Android and iOS systems, and it has been designed in such a way that it will be played without any problem even with a weak internet connection.

This product is an entertainment video game.

Application:

For entertainment and educational purposes for the general public, especially the youth.

Technical Specifications:

- * **Server:** PHP – ZEND
- * **Client:** CORONA-JAVA-LUA-OBJECTIVE-C
- * **Operating system:** Android and iOS
- * **Database:** MYSQL and REDIS

Advantages:

- * This product is the first online card game in Iran.
- * Online and simultaneous combat system with efficiency of a few milliseconds
- * CORONA game engine and LUA language
- * Server-side scalable architecture (more than 5 million registered users)

Installations and Active Users:

The game has a rating of 4.7 and more than 100,000 downloads in Play Store.

Markets or Platforms:

Google Play



➔ **RSK Entertainment Co.**

Founded: 2011

Safire Eshgh Game

www.rskgd.com

Product Introduction:

The game Safire Eshgh tells the story of the presence of Hazrat Muslim Ibn Aqil (AS) in the city of Kufa as the ambassador of Imam Hussain (AS), which, in addition to narrating this part of the life of this honorable man, also narrates the incident of Karbala in the form of several retrospective, flashbacks and future perspectives.

This product is an entertainment video game.

Application:

For those interested in informative computer games

Technical Specifications:

Languages used:

- * Python for rig character controllers
- * GLSL and HLSL to create shaders
- * C++ for game mechanics
- * Blueprint for level scripting

Vex for procedural content generation (PCG) in Houdini Game development methodology:

- * A combination of Scrum and Extreme Programming Platforms:
- * **Development platform:** Windows

Advantages:

The high level of the game in terms of design (narration, mechanics, characterization, level design) and also aspects of technical development, art, animation and style.



➔ **Benisi Co.**

Founded: 2009

Operation Destruction 3 Game (Windows/Android)

www.benisi.ir

Product Introduction:

This product is a simulation of four contemporary epics with an interwoven story. The player feels himself present in these epics and enjoys participating in the great operation of Fath al-Mobin, being among the tall reeds of the waterways of Khyber operation, defending the people of the mountain city of Pavah and the 33-day war between Lebanon Hezbollah and Israel.

This product is an entertainment video game.

Application:

- * Youth, teenagers and children
- * Education
- * Cultural and educational institutions and centers
- * Military entities
- * Rahian Noor trips
- * Arab countries, especially: Lebanon

Technical Specifications:

In order to produce the product, the following items are used:

- * **Game Engine:** Unity
- * **P.Language:** JavaScript / C#
- * **3DG Programs:** Zbrush / DSMax / WorldMachine / Substance
- * **3DG Programs:** Photoshop / Quixel Plugin2
- * **Audio Programs:** Audition
- * **Video Programs:** Premiere / AfterEffect

Advantages:

- * High experience and direct engagement
- * Getting to know the process of making games and considering the story
- * Paying attention to details in game development
- * Using modern technologies in game development

Installations and Active Users:

More than 100,000 installations and about 50,000 active users

Markets or Platforms:

Cafe Bazar and Myket



➔ **RSK Entertainment Co.**

Founded: 2011

Petra Game Legend of the Guardians of Destiny

www.rskgd.com

Product Introduction:

This computer game narrates the story of Nazr, an exuberant young man full of passion and love for ancient objects, which takes place in the city of Petra, in the third century AD. Petra, as a legendary city full of unseen things and the trade center of Europe and Asia, has taken on a more modern and unique shape and image under the rule of Romans. This narrative, in the form of a computer game, is considered a cultural, historical and legendary effort made by the country in the field of entertainment; Because it has been compiled and produced considering the wide audiences of modern entertainment.

This product is an entertainment video game.

Application:

For those interested in informative computer games

Technical Specifications:

Languages used:

- * Python for rig character controllers
- * GLSL and HLSL to create shaders
- * C++ for game mechanics
- * Blueprint for level scripting

Vex for procedural content generation (PCG) in Houdini Game development methodology:

- * A combination of Scrum and Extreme Programming Platforms:
- * **Development platform:** Windows

Advantages:

- * The attention and focus of the development team on procedural content generation in this game
- * The variety of gameplay in this game is that there are elements of Hack n Slash, Stealth and platformer styles in this game.



Quiz of Kings Online Game

www.quizofkings.com

Product Introduction:

The product is an online mobile game in the style of knowledge with the aim of creating entertainment, as well as educating the audience so that they can use their free time wisely.

The main focus of the game is answering multiple-choice questions with the added attraction and excitement of a game in different parts, with different styles, and it can be played both individually and in groups.

The main idea of the product is to create an environment of entertainment, competition and excitement along with learning and improving the level of user's knowledge, so that the time spent entertaining the audience is truly useful and effective. The compatible operating systems for Quiz of Kings are Android and iOS platforms.

Application:

Most of the audience is in the age range of 25 to 35 years, followed by 18 to 25 and over 35 years (of course, there is no age limit for this game).

Installations and Active Users:

More than 5,000,000 downloads in Cafe Bazaar and has a rating of 4.7
More than 5,000,000 downloads on Google Play and has a rating of 4.6

Market or Provider Platforms:

Cafe Bazaar and Google Play

Technical Specifications:

- * **Server-side language:** Golang, Erlang, PHP, Laravel
- * **Client-side language:** Lua, Script, Node JS
- * **Database:** Vitess, MongoDB, Mysql, PostgreSQL, Redis, Queuing, Caching
- * **Architecture:** Kubernetes, Dependency Injection design pattern
- * **Operating system:** iOS, Android
- * **Development methodology:** Scrum, Agile
- * **Infrastructure:** Kubernetes, Flannel

Advantages:

- * Complex and up-to-date technology (such as MySQL database clustering technology using Vitess software, which is a product of YouTube company, and Quiz of Kings is one of the pioneers of using this technology in Iran)
- * Using and implementing the Kubernetes tool to manage different containers
- * Due to the nature of having a social network, a large number of users are in contact with each other in every moment; Therefore, the type of queries and the code process should not create slowness or especially DeadLock in the system. Handling the Consistency and at the same time Availability has been one of the biggest challenges of the company.
- * Complete localization of content in an advanced and intelligent way in the question factory with Crowdsourcing method.
- * Having added the possibility of group play, for the first time in the world in the style of knowledge games, that in addition to technical challenges, it has also a unique and complex design in the game matching algorithms (Game Matching Algorithms).
- * The intelligent and multi-layered system for detecting and preventing user violations (Automated Smart Fraud Detection/Prevention), in a way that more than 15 different methods have been implemented for this task, which are intelligently, simultaneously and without interference identifying and dealing with violators.
- * Creating in-game challenges without the need to update the application by the user.
- * It is possible to add game image files, such as avatars, without the need to update the entire application by the user (Asset Update).

This product is an entertainment video game.



GT Club Drag Racing Game

www.kingcodestudio.com

Product Introduction:

This product is a game in drag racing style and has been able to attract many audiences inside and outside the country. Its most important feature is paying special attention to the quality of the content and using the right tools for detailed check from the data aspect.

This product is an entertainment video game.

Application:

Car game in drag style for teenagers and adults.

Technical Specifications:

The technologies used in this product are written in C# language on the client side in the Unity engine environment, which is considered a suitable, up-to-date and practical technology. ASP. Net has been used for the development of the server side of this product, and its database has been developed based on SQL Server and Redis, which is reasonable considering the product's needs.

Advantages:

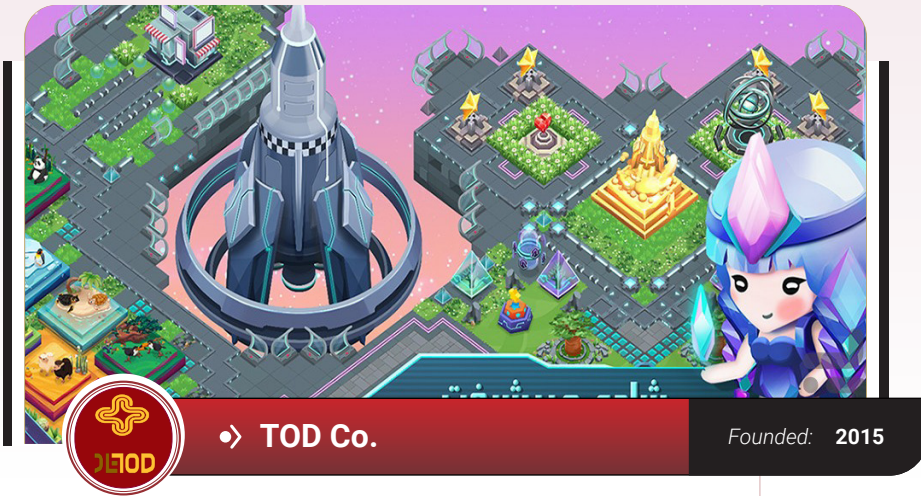
The quality of the product according to its apk size and the use of optimal shaders and software optimizations
Coordinating and managing knowledge by the development team and the publishing team, in order to improve the game indicators in terms of products and improving marketing and income generation processes.

Installations and Active Users:

More than 1,000,000 users on Cafe Bazaar, 10,000,000 on Google Play and 2,000,000 on Myket

Markets or Platforms:

Google Play, Cafe Bazar, Myket and ...



Scifarm Game

www.todco.ir

Product Introduction:

Scifarm is an online game for mobile and computer platforms. This game is in the category of city building and farming games.

The story of Scipharm takes place outside the Earth and in space, which causes the creation of the unique features of the product. The views of domestic and foreign users on this product confirm it.

In this game, players can enjoy planting and producing crops, constructing buildings and factories, developing the city, building roads and decorative items, trading, cooperating with friends, competing with other players, etc., online. In addition, a player can own imaginary devices and trade with aliens using future technologies.

This product is an entertainment video game.

Application:

For entertainment and educational purposes for the general public and society, especially the youth

Technical Specifications:

- * **Server:** PHP - ZEND - JAVA - C# - NODE JS - JavaScript - TypeScript
- * **Client:** C# - UNITY - OBJECTIVE-C - JavaScript - OO Database: MYSQL and REDIS
- * **Architecture:** MVC
- * **Development methodology:** AGILE
- * **Pattern or development model:** Object Oriented

Advantages:

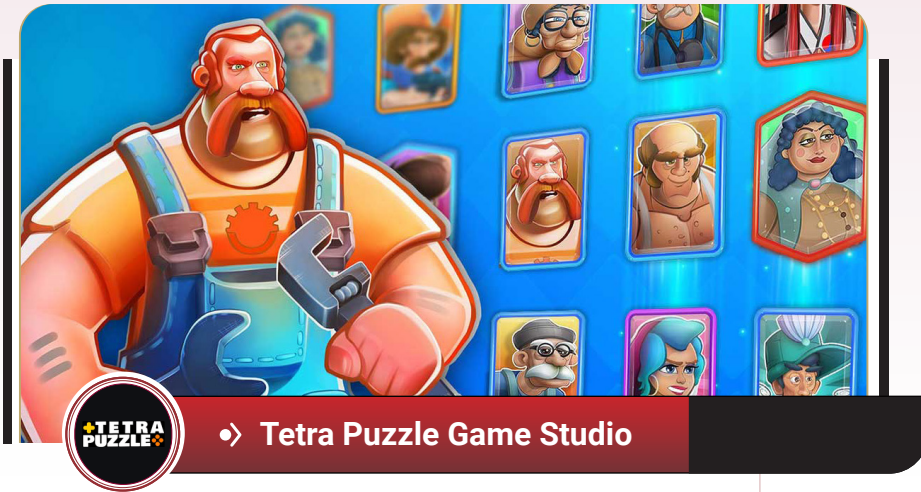
- * Being original and not a reproduction or a copy
- * Innovation in graphic design

Installations and Active Users:

- * Cafe Bazar score 4.7 with more than 100,000 downloads
- * Play Store score 4.6 with more than 100,000 downloads
- * The App Store rating is 4.6.

Markets or Platforms:

Cafe Bazaar, Google Play and App Store



BezanBahador Game

www.tetrapuzzle.com

Product Introduction:

Bezan Bahador is an online and turn-based strategy game in which each user chooses 3 heroes and each of the heroes has 2 unique abilities to fight with other online users. If an online user is not found, he plays against a bot of his own level. Winning factors include user experience (layout strategy and hitting style), character upgrades, and luck. The features of the game are as follows:

- * New and unique gameplay
- * Attractive and vibrant Iranian graphics
- * Lovely and different characters with special abilities
- * Monthly, weekly, daily leagues and competitions with prizes such as rubies and coins
- * Exciting online battles with players from all over Iran and the world
- * The ability to play in groups in alliances or clans
- * Ability to chat online with friends
- * Receiving rewards after every battle
- * Fighting in various neighborhoods (alley and street, beach, prison, etc.)

This product is an entertainment video game.

Application:

Game and entertainment for children and teenagers.

Technical Specifications:

The programming language of the product is Unity engine. The back-end section of the game is designed and implemented on the online game engine - Tetraengine (domestic product of the company). The game has been implemented on the MongoDB database and the production methodology is Agile Scrum.

Code development mechanism: Agile Scrum (weekly Sprint)

Construction mechanism: Multi Branch on Git Hub

Advantages:

- * This product is the first physics-based multiplayer game in Iran and uses very strong artificial intelligence in providing special offers to users, unlocking new heroes, finding weak or strong competitors after certain actions in the game, the behavior of the robots is adapted based on the behavior of the user.
- * The ranking table is based on the standard model of world chess games ELO (Arpad ELO) the fair system of scoring
- * Modeling RFM in the package sales department

Achievements in Domestic or Foreign Prestigious Events or Festivals:

- * The best game of the year 1400 in terms of sound according to Store Miket
- * Candidate for the best game of the year 1400 Vigma event
- * The best game of Iran web and mobile festival in 2019

Installations and Active Users:

- * More than 2,000,000 installs
- * More than 50,000 active market users
- * More than 200,000 active Google Play users
- * More than 400,000 Myket users

Markets or Platforms:

Cafe bazar, Myket, Google Play, SibApp, Anardoni...



KhayatBashi Game

www.balootgames.ir

Product Introduction:

This game is in the simulation genre in which users go through different stages by sewing and preparing clothes and familiarize themselves with various sewing methods.

In the Khayatbashi game, players try to set up tailoring workshops and get familiar with the process of sewing all kinds of clothes. The game contains more than 6 workshops and 30 different types of clothes, most of which are in accordance with Iranian culture. The tailoring product is the only game with a tailoring theme in the Iranian market. The infrastructures used in this game are unique and help the technical and support team to develop the product and support its users in the best possible way.

This product is an entertainment video game.

Application:

Entertainment, educational for children and teenagers.

Technical Specifications:

This game is developed by Unity game engine and its programming language is C#. On the server side, php language is used and the databases used are mySql.

Advantages:

The only tailoring game in the simulation style in the Iranian market.

Achievements in Domestic or Foreign Prestigious Events or Festivals:

Web and mobile festival nominee.

International Standards or Permission:

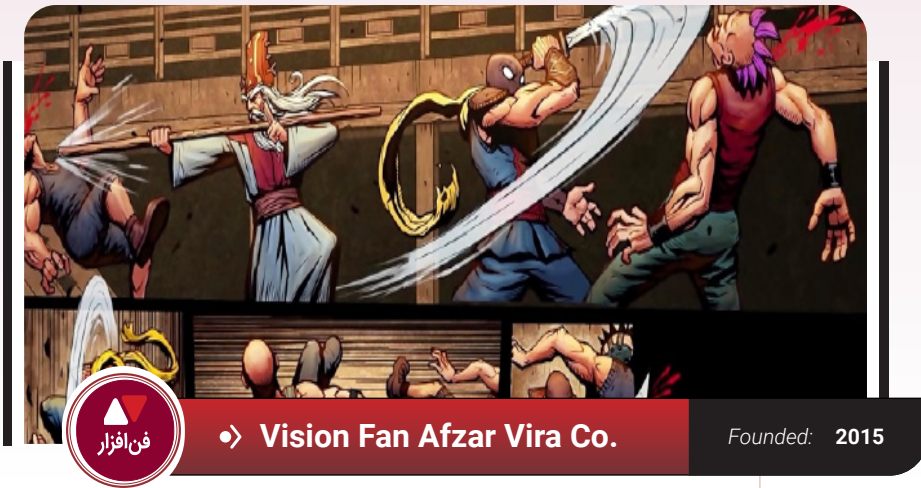
Approved by the Hamgara system, the age classification of Esra.

Installations and Active Users:

More than 500,000 installations and 50,000 active installations

Markets or Platforms:

Google Play, Cafe Bazar and Myket



➔ Vision Fan Afzar Vira Co.

Founded: 2015

www.fanafzar.com

Shadow Blade Reload Game

Product Introduction:

This product is a computer game that can be installed and run on mobile phones and game consoles.

The Last Warrior is an action game with platform elements. The game includes a complete story section that can be followed in seven sections.

There is also a separate challenge section where the player can test his ninja skills in different challenging stages, speeding through the stages and destroying his enemies along the way.

In this game with the help of Kuro, the fighter of darkness! With more than 40 stages, the story line is told in the form of animated comics, story campaigns and challenge modes.

This product is an entertainment video game.

Application:

Entertainment and games for all people interested in computer and mobile games.

Technical Specifications:

- ✧ Executable on Android, iOS, Windows, PS4, Linux, etc., using the Unity engine
- ✧ Codes in C# language
- ✧ Optimization to achieve 60 frame rate
- ✧ Adding physics to the game compared to the previous version
- ✧ The first Iranian game on Sony
- ✧ Has general level editor software
- ✧ The first Iranian game on the Apple TV platform

Installations and Active Users:

More than 100,000

Markets or Platforms:

Google Play, App Store, Steam



Avant-Garde Game

www.paezanstudio.com

Product Introduction:

Avangard game is a strategy and role-playing game for the mobile platform. The story of this game begins when an evil scientist named Professor Balsamic steals the mysterious magic elixir and plans to create the world's most powerful genetic weapon to become the ruler of the whole world. The game user advances the game along with the superhero team and their special powers.

This product is an entertainment video game.

Application:

For people aged 10 and above.

Technical Specifications:

In this game, the following technologies are used:

- * Unity 3D game engine and C# programming language
- * Nginx web server
- * ASP.NET Core on the server side
- * MongoDB database on the server side
- * MVC layered architecture
- * Product development with agile methodology
- * For realtime communication between server and client SignalR technology is used

Advantages:

In this project, the sub-module feature in Git is used so that the core game codes can be shared between the client and the server, and this has ensured the synchronisation and uniformity of the execution and accelerated the development process of the game.

The game can be updated without releasing a new version. In fact, all the features of the game have been implemented in a data-driven manner these files can be updated from the server side by using a comprehensive system. This feature enables LiveOps to optimize user experience.

Installations and Active Users:

More than 100,000 downloads and 10,000 active installations

Markets or Platforms:

Google Play, Cafe Bazar and Myket



Baghe Negar Game

www.paezanstudio.com

Product Introduction:

Baghe Negar game is a love story that starts with Negar and his father returning to Iran and rebuilding their old garden house. Arastoo, who has fallen in love with Negar, wants to achieve his heart's desire by renovating this old house. Therefore, this game has fun riddles and puzzles to help Arastoo, so that the player in this intellectual and emotional game can arrange the decoration of this old house to his own taste.

This product is an entertainment video game.

Application:

Entertainment and games suitable for all ages.

Technical Specifications:

The following technologies are used in this game:

- * C# programming language and Unity game engine on the client side
- * For required plugins on the client side Java and C++ languages are used
- * MVC layered architecture
- * Agile methodology
- * Server under the ASP .Net core platform
- * To cache server-side information, the Redis database is used
- * PostgreSQL database and Cent OS 8 operating system
- * For real time communication between client and server SignalR technology is used
- * Entity Framework as ORM

Advantages:

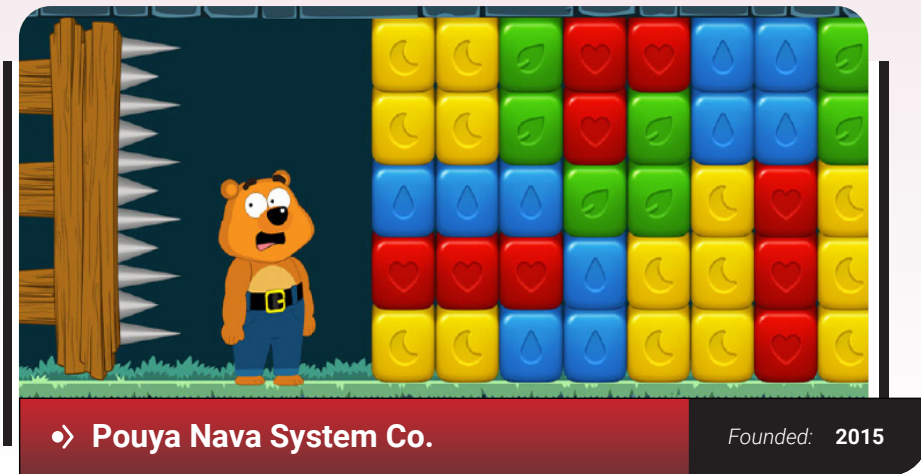
Hacking and cheat prevention systems enables the ability to form groups with a high number of users and chat simultaneously with group members. The adaptive development of level and balancing the game difficulty is done using a bot with the help of artificial intelligence techniques and Monte Carlo tree search. According to game results of the bot, the results of human playing are predicted by an SDCA machine learning model.

Installations and Active Users:

More than 2,000,000 installs and 1,000,000 active users

Markets or Platforms:

Google Play, Cafe Bazar and Myket



Puzzle Blast Game

Product Introduction:

The product is a mobile game application in the category of offline hyper casual puzzle games. In this game, you have to collect the toys that are trapped under the blocks; For this purpose, you have to remove the blocks of the same color and the same design to collect the toys. But the game is not that simple because the number of blocks moves in this game is limited. Also, as you climb to higher levels, the puzzles become more difficult.

This product is an entertainment video game.

Application:

Everyone over the age of 4 with an Android or iOS smart phone.

Technical Specifications:

- * **Game engine:** Unity
- * **Programming language:** C#
- * **Operating systems:** Android and iOS
- * **Methodology:** Scrum

Advantages:

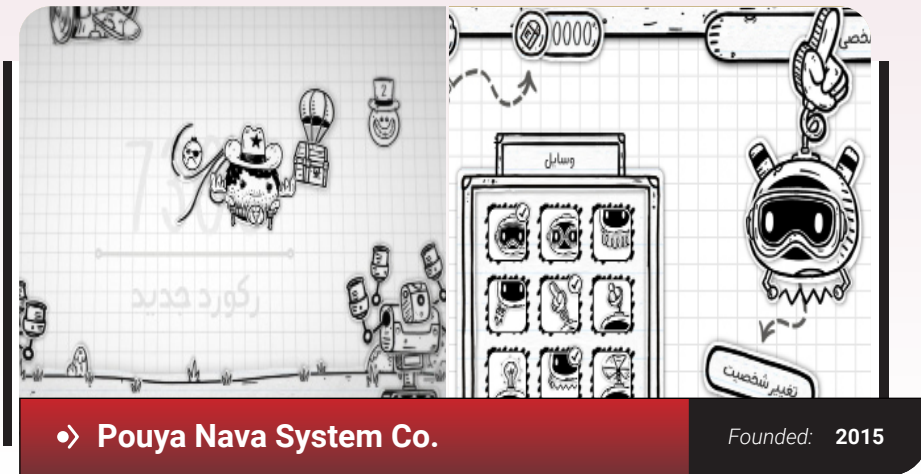
- * Design and implementation of game levels
- * Product is available in different markets
- * The company's technical team is highly experienced in the development of casual and hyper casual games

Installations and Active Users:

More than 100,000 users on Google Play

Markets or Platforms:

Google Play.



Pa Pa Land Game

Product Introduction:

The product is a mobile game application in the category of offline casual games. In Papaland, it all started with a black pencil drawing. In Papa land, everything starts from a drawing with a black pencil. Torn and cut pieces of paper make up this game. The heads are united in this game and stand up against the foreigners so that they cannot occupy Papaland. Meanwhile, the player tries to win by strengthening the heads and getting more points.

This product is an entertainment video game.

Application:

People over the age of 4 with an Android or iOS smart phone.

Technical Specifications:

- * **Game engine:** Unity
- * **Programming language:** C#
- * **Operating systems:** Android and iOS
- * **Methodology:** Scrum

Advantages:

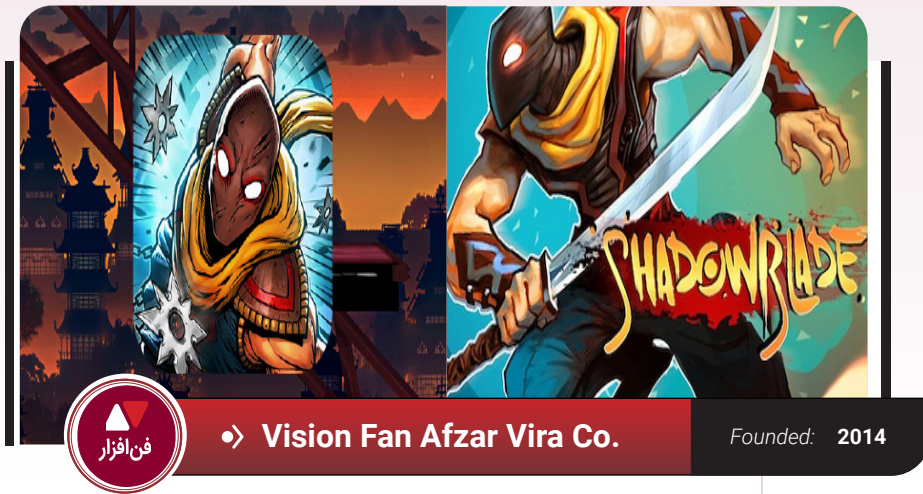
Measuring the level of the game's difficulty and the arrangement of stages

Installations and Active Users:

More than 20,000 in Cafe Bazaar and 500 users in Google Play.

Markets or Platforms:

Cafe Bazaar and Google Play.



Shadow Blade Game

www.fanafzar.com

Product Introduction:

This product is a computer game that can be installed and run on mobile phones.

In this game, the player takes on the role of a popular character named Kuro. The player must try to turn Kuro into a real and skilled ninja with various exercises and training during the game.

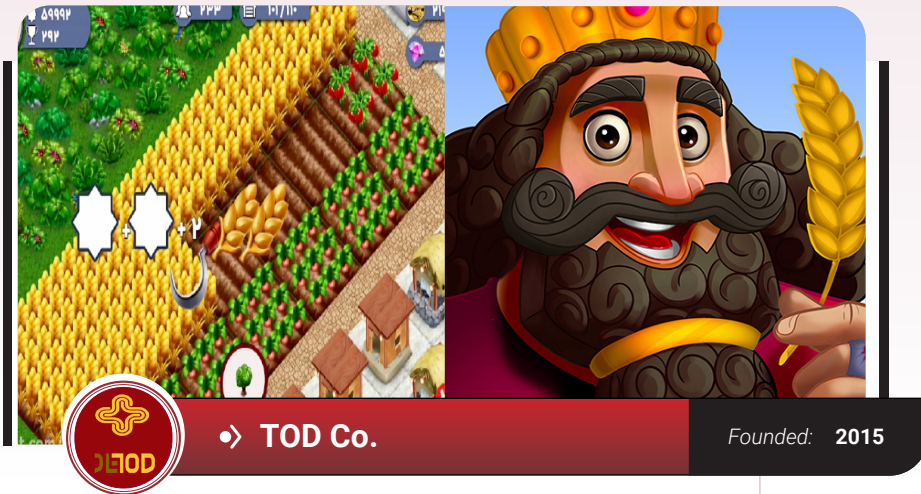
This product is an entertainment video game.

Application:

For everyone interested in computer and mobile games

Technical Specifications:

- * Available on Android and iOS using Unity engine
- * Codes written in C# language
- * Optimization to achieve 60 frame rate
- * The game is fast paced



www.todco.ir

Per City Game

Product Introduction:

Per city (or Persian City) means Iranian city, which is considered the first Iranian city-building game with acceptable quality and is produced for Android and iOS devices.

- * More than 30 different buildings to build and expand the city
- * More than 70 different products to meet the needs of the people of the city.
- * Economic ranking table of players
- * Unknown and mysterious buildings whose secret will be revealed as the game continues.
- * Experiencing the historical period of ancient Iran
- * Smooth graphics and game play on Android and iOS devices.

This product is an entertainment video game.

Application:

For the purpose of entertainment and education, especially for young people

Technical Specifications:

- * **Server:** PHP - ZEND - JAVA - C# - NODE JS
- * **Client:** C# - UNITY - OBJECTIVE-C
- * **Database:** MYSQL, REDIS
- * **Architecture:** MVC
- * **Methodology:** AGILE

Advantages:

- * Modern scientific methods are used in the process of maintaining and growing this product.
- * Translation and graphic localization (Concept art) of PerCity game have created a lot of added value for Middle Eastern countries and Russia.
- * The story of the game is Iranian, unique and appropriate to the national and cultural values.
- * Percity's marketing team, like the product development team, is always researching and developing and dealing with upcoming challenges to succeed in the global market.



SofreChi Game

www.balootgames.ir

Product Introduction:

Sofrechi is a cooking game with a completely Iranian atmosphere in which you play as a cook in different restaurants. In each of these restaurants, you have to prepare different dishes everyday such as Dizi, meatballs, pizza, breadcrumbs, kebabs, sandwiches, Ghorme sabzi, barberry pilaf with chicken, etc., and deliver them to the restaurant customers. You earn money and make your restaurant bigger and bigger.

This product is an entertainment video game.

Application:

Game, entertainment and education for children and teenagers.

Technical Specifications:

This game is developed by Unity game engine and its programming language is C#. On the server side, php language is used and the databases used are mySql.

Advantages:

The best Iranian game in the style of cooking with over 100 thousand downloads .

Achievements in Domestic or Foreign Prestigious Events or Festivals:

- * Nominee to receive the award of the best game of the year from the eyes of the people in the 8th Computer Games Festival.
- * Nominated for the best game award of 1997 in Kafebazar.
- * Nominated for the award of the best competitive genre game in the Iran Web and Mobile Festival in 1997.

International Standards or Permission:

Approved by the Hamgara system, the age classification of Esra.

Installations and Active Users:

More than 100,000 downloads on Google Play and 2,000,000 downloads on Cafe Bazaar

Markets or Platforms:

Google Play, Cafe Bazar and Myket



www.ordibeheshtstudio.com

Kalamatic Game

Product Introduction:

This game is a puzzle-style and word-building mobile game in which the user passes different levels and continues the story of a grandmother who narrates the memories of her travels inside and outside of Iran along this journey.

This product is an entertainment video game.

Application:

Fun and games to strengthen memory and mind.

Technical Specifications:

This product has been developed for Android and iOS operating systems with agile methodology and Unity game engine, and also, the record table and product classification have been developed in it by Django.

Advantages:

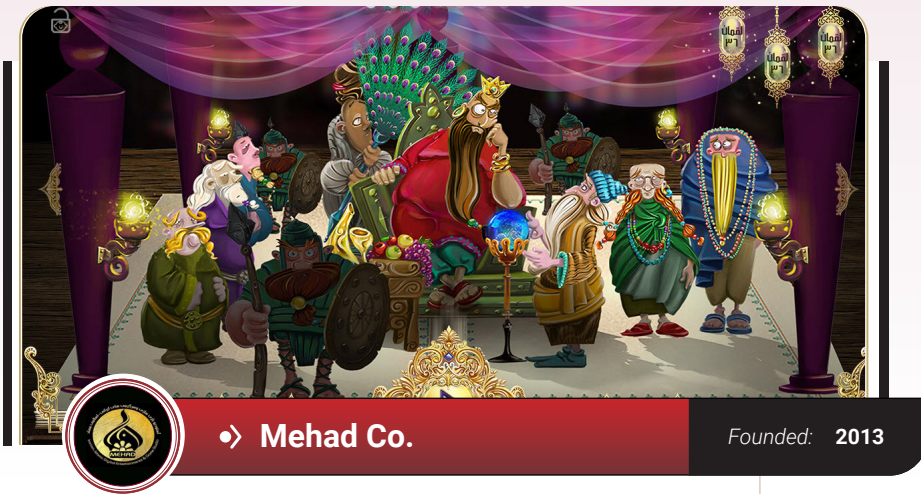
- * A social game
- * Different and attractive graphics

Installations and Active Users:

More than 500,000 active users

Markets or Platforms:

Cafe Bazar



Quranic Stories Game

www.mehadrasaneh.ir

Product Introduction:

The collection of "Qur'anic stories" contains 30 interesting and interactive stories of the Holy Quran in 15 living languages of the world, with a pleasant and attractive narrative, along with interactive games, prizes and exciting events inside the story. It is in the form of an animated picture book.

This product is an entertainment video game.

Application:

- * Children aged 1 to 2 years
- * Children aged 6 to 11 years
- * Families

Technical Specifications:

This product is being developed and optimized with Unity 2012 game engine and through PHP web services with PDO architecture and MySQL databases. It stores and retrieves data and information of internal and external contacts on internal servers.

Advantages:

Activities in the field of religious speciality

Installations and Active Users:

About 250,000 installations and 200,000 active users

Markets or Platforms:

Cafe Bazaar and Google Play



4 Wheelers Game

www.ordibeheshtstudio.com

Product Introduction:

4Wheels is an online racing game. The gameplay is a combination of turn-based and driving games.

This game starts by choosing a car in the player's garage, and after choosing a suitable opponent, the player competes with that opponent. Each player needs to pay coins to start each match in different leagues.

By winning each match, the player wins all the coins. With those coins, he can upgrade or change his car.

The game world is implemented with the Low Poly art style, so that the player enjoys the game environment as much as he enjoys the gameplay.

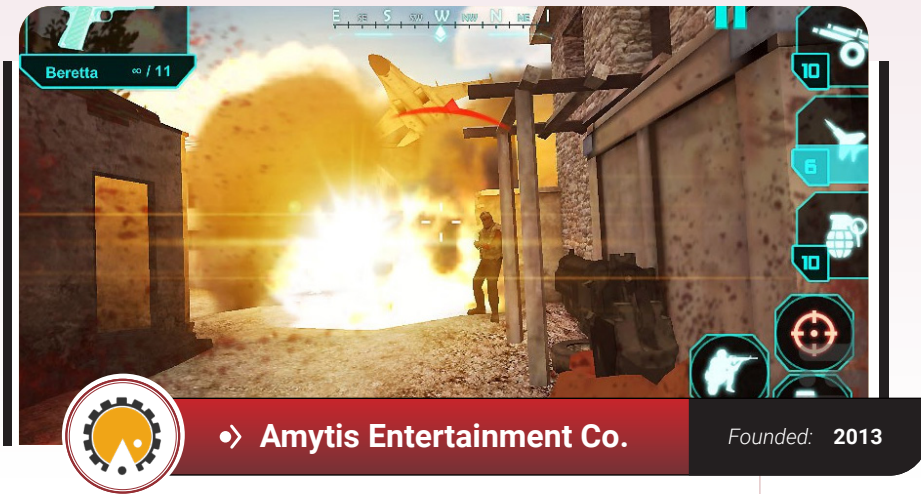
This product is an entertainment video game.

Application:

Online game suitable for people over 7 years old.

Technical Specifications:

This product has been developed for Android and iOS operating systems with agile methodology and Unity game engine. Designing the mechanics and physics of the game is one of its important points.



Android Games Based on nodeSys www.amytisgames.com

Product Introduction:

- * **Special forces Android game:** Special forces Android game is a video game using virtual reality technology and the user must lead and guide the last ship against the attack of enemies.
- * **Commandant game:** Commander Android game narrates the siege of the contestants of the Commander television competition, who had to fight an unknown enemy.
- * **Crazy Sniper Game:** Crazy Sniper Android game is a first-person shooter game with a sniper rifle in which the user can compare his scores with that of other users through several different levels in addition to advancing and making progress.
- * **Android game Infinity War:** The Android game (Infinity War) is a first-person shooter game in the style of EndLess, which is produced and released with the aim of testing the international market..
- * **Fighting in the Gulf of Aden:** Ibn Bazi is a dramatization of the battle of the Marines of the Islamic Republic of Iran against the pirates of the Gulf of Aden.

This product is an entertainment video game.

Application:

- * Android system users
- * Teenagers 13+

Technical Specifications:

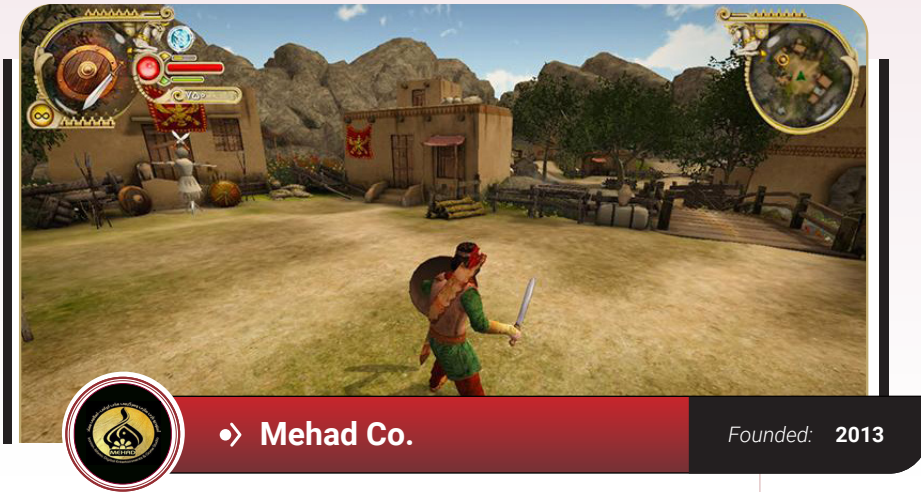
- * **Graphics engine:** Unity3D
- * **Programming language:** C#, with real-time cutscenes, implementation of standard shooter-style artificial intelligence.

Installations and Active Users:

- * **Gulf of Aden game:** More than 200,000 active users
- * **Infinity War game:** More than 10,000 active users

Markets or Platforms:

Cafe Bazaar, Google Play



Bardia Computer Game

www.mehadrastan.ir

Product Introduction:

This PC game includes the simulation of the historical works and buildings of Persepolis and the war between Ariobarzanes and Alexander the Great. The game duration is about 9 hours, and it is available in both Persian and English languages, inside and outside the country in physical form and is also offered digitally through service platforms.

This product is an entertainment video game.

Application:

Entertainment and games is for the age group of +12 years, families on national /international levels.

Technical Specifications:

This product is coded with Unity 1.9 game engine and the implementation of its artistic section is done with Maya and 3d Max software. Also, it will be published on the foreign physical app stores of Steam. This game will be installed and launched on Windows 64_bit operating systems version 2 and above.

Advantages:

Activities in the field of religious speciality

Achievements in Domestic or Foreign Prestigious Events or Festivals:

First place in the Digital Media Development Center/Digital Mobilization Festival in 89, 90, 91, 92 and 96.



➤ **Vision Fan Afzar Co.**

Founded: 2016

Children of Morta Game

Product Introduction:

Children of Morta is a single/multiplayer networked computer game in the combined style of rogue-like and ARPG, which is presented with a retro and pixel-art look and with an unprecedented quality. The core of Children of Morta game consists of two algorithms “procedural production of game stages” and “creation of dynamic narrative and game process”. The first algorithm creates a new environment and map in each game and for each season and stage of the game and ensures that the player faces a new environment in each round of the game, and in this sense, the freshness and excitement of the game is maintained.

The second algorithm has the task of directing the player’s encounters with enemies (in terms of number, type, difficulty, and location) and in-game events (for example, a caravan attacked by game monsters, or a birthday party held at home for the player character). This is done with the aim of keeping the game fresh and unpredictable for the player and somehow adjusting the degree of difficulty of the game. “Children of Morta” is a narrative about a family that goes to battle with evil; A battle with the theme of sacrifice, courage and love.

The main purpose of the story “Children of Morta” is to focus on the Bergsen family; A family whose two members can only be selected to go through the stages at first, but gradually more members become available and the number of playable characters finally reaches 6 people; A family that, according to the game itself, may forget to walk but never to fight!

Application:

Game and entertainment suitable for teenagers.

Technical Specifications:

The programming of this product is generally done in C# language, and on some platforms (such as PS4), this code is automatically converted to C++ and executed. This game will be released and run on the following operating systems and platforms:

- * Windows, Linux and Mac for personal computers and PS4 and Xbox One consoles. There is also the possibility of it being released on Nintendo Wii U/Switch and PS Vita.
- * «Children of Morta» uses stores/services on every platform for things like updating and especially networking, matchmaking and the like. These services/stores/platforms are as follows:
- * Steam from Valve on PC (Windows, Linux and Mac)
- * GOG from CD Projekt on PC
- * PS Store and PSN from Sony on PS4 and PS Vita
- * Xbox Live from Microsoft on Xbox One
- * Mac AppStore from Apple on Mac OS X
- * The architecture of this game (like all similar games) is monolithic and is produced using agile methodology (specifically SCRUM).

Advantages:

Children of Morta game consists of two algorithms «procedural generation of game levels» and «creation of narrative dynamics and game process».

This product is a serious video game.



➔ **Pars Cognition Co.**

Founded: 2015

Maghazine Clinic Game

www.parscognition.ir
www.maghazineh.com

Product Introduction:

This game relies on the knowledge and experience of experts in cognitive neuroscience, cognitive psychology, computer and artificial intelligence and has been promoted and used in the country with the aim of preserving, strengthening and activating brain abilities.

Among the positive results obtained, the following can be mentioned:

- * Improving working memory and academic performance in students with attention deficit hyperactivity disorder
- * Improving working memory and reading performance in students with learning disabilities
- * Improving working memory and attention in slower students and students with hearing impairments, etc.

This product is a serious video game.

Application:

Maghazine exercises are suitable for people from 5 to 90 years old (applicable in schools and clinics)

Technical Specifications:

General components of the product:

- * Giving notes to patients
- * Adding users to the system in an unlimited way, defining a therapist and assigning a patient to him
- * Defining a plan using cognitive exercises and assigning it to a user
- * In the Brain Clinic version, trainers can provide users with a plan of these cognitive exercises, observe their performance and plan for them again.

Advantages:

- * Cognitive science to improve brain function
- * Game making
- * Data processing for data analysis

Achievements in Domestic or Foreign Prestigious Events or Festivals:

Top article on serious games - digital games research conference - 2016.



➤ Vision Fan Afzar Co.

Founded: 2016

Tale of Ronin Game

Product Introduction:

The computer game Tale of Ronin is designed for PC and consoles (the term Ronin in Japanese history was given to samurai who lost their commander or master and usually (depending on the historical period) lived without honor or purpose).

At least these two features distinguish Ronin from other games and software:

The world in which this game takes place is a deep and full world, and its people have complicated relationships with each other. One of the main strengths of the game is that every time the player plays or dies and revives, he faces a new experience and story in the same world. This goal requires the use of simulation to advance the state of the world.

The first important technology of "Ronin" game is simulation. This simulation makes each of the virtual people in the world almost like real people (ignoring the small details) and guides them with their memories, needs, wishes and goals, involved in daily life or small stories that are embedded in this world, from day to day. In addition, people's relationships and feelings towards each other, such as fear, hatred, love, trust, loyalty, etc., have a real effect on the behavior of virtual people towards the player and even towards each other. The system even models and simulates the spread of information and rumors in this almost medieval world.

For this game and to implement the complex logic required and to reduce the iteration time (that is, the time it takes from the decision to make a change to seeing that change in the game), we needed a scripting language. Therefore, a simple derivation of the language LISP is fully implemented for this project. The name of this language and its implementation is Risp (Ronin Lisp) and it includes grammar, textual and semantic analysis and the production of dedicated bytecode and a virtual machine that executes this code. Naturally, this language was created with the aim of making

the production of this game simpler and faster, and it is not widely used, although tools such as debugger and profiler are being produced for it, and even today it has interesting features such as the ability to reload the code during execution.

Application:

Game and entertainment suitable for teenagers and adults.

Technical Specifications:

«Ronin Tale» game, abbreviated as Ronin, is a role-playing and adventure game that has a special appearance inspired by the «Sumi-e» style paintings of the Far East. Since this game is a story-based game, a set of technologies have been developed to produce and manage the creation of in-game dialogues and stories, one of which is the Rashomon tool, which is built using Qt and C++ language.

Content generated by Rashomon is loaded and played in-game. The programming of this product is mostly done in C# language, and on some platforms (such as PS4) this code is automatically converted to C++ and executed. The game will be released and run on the following operating systems and platforms: Windows, Linux and Mac for PCs and PS4 and Xbox One consoles.

An executive decision has not yet been made regarding whether or not this game is multiplayer or single player, but if there will be a multiplayer part, the specific services of the target platforms (Steam, PSN, and Xbox Live) will be used. The architecture of this game (like all similar games) is monolithic and is produced using agile methodology (specifically SCRUM).

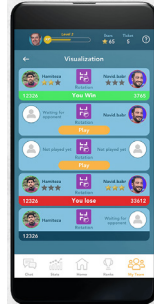
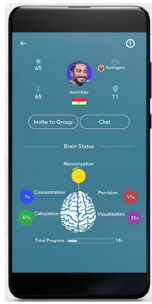
Advantages:

One of the main strengths of the game is that every time the player plays or dies and revives, he faces a new experience and story in the same world. This goal requires the use of simulation to advance the state of the world.

Another point is the technologies and tools for the production and execution of stories and dialogues.

Dialogues are selected from a context sensitive system of the game and designed conditions. Creating a system that gives this capability to the story designer has many challenges.

This product is a serious video game.



➤ ANYA Co.

Founded:

www.anyaco.net

Application for Measuring and Boosting Intelligence (Brain Gym)

Product Introduction:

Brain Gym is an application for measuring and boosting intelligence based on psychological methods. In this application, the user's intelligence is divided into 5 parts: mathematical intelligence, accuracy, visualization, concentration and memory, and competitive smart challenges are designed according to each of the five parts of intelligence. 5 smart challenges for each part of intelligence and a total of 25 smart challenges have been produced and developed.

In these challenges, Brain Gym users compete against each other online with a new method. In this online competition, different brain abilities of users are constantly measured and goals are defined intelligently and specifically to hone their intelligence skills. The Brain Gym application is not limited to individual online competition and also includes group online competition to increase excitement and increase the interaction of users with each other.

This product is a serious video game.

Application:

To measure the abilities of the brain and help to boost it (as a smart, fun, challenging and interactive method)

Technical Specifications:

- * **Server side programming language:** JavaScript (NodeJS)
- * **Client side programming language:** JavaScript (Vuejs)
- * **Database:** PostgreSQL
- * **Operating system:** Linux
- * **Methodology:** Agile
- * **Build mechanism:** Docker
- * **Test mechanism:** End-to-End manual
- * **Deployment mechanism:** GitLab CI/CD

Advantages:

Some of the strengths of the game are:

- * The design, production and development of the smart core that identifies users both personally and as a group and then assigns a new mission according to the weaknesses and strengths of their mental abilities, which leads to the boosting of their intelligence.
- * Not copying from foreign counterparts
- * The ability to upgrade smart challenges based on the level of growth and progress of users continuously
- * Inventing the performance measurement section and providing separate reports and general reports
- * Ability to learn and ability to guide each user with intelligent definition of special missions
- * The ability to create clones and create a virtual social network space in the application

Installations and Active Users:

More than 10,000 users

Markets or Platforms:

Google Play



➤ Sepid Gaman Pishro Resaneh Co.

Founded: 2017

WIN Entertainment and Education Application

Product Introduction:

This product is an education-oriented system in 25 different categories with the ability to play media. After learning the content, users take exams in a specific category, along with the gamification process and by doing various quizzes.

This product is a serious video game.

Application:

- * For all people who have an Android smart phone
- * For business owners who are interested in targeted advertising of their products for education and training, etc.

Technical Specifications:

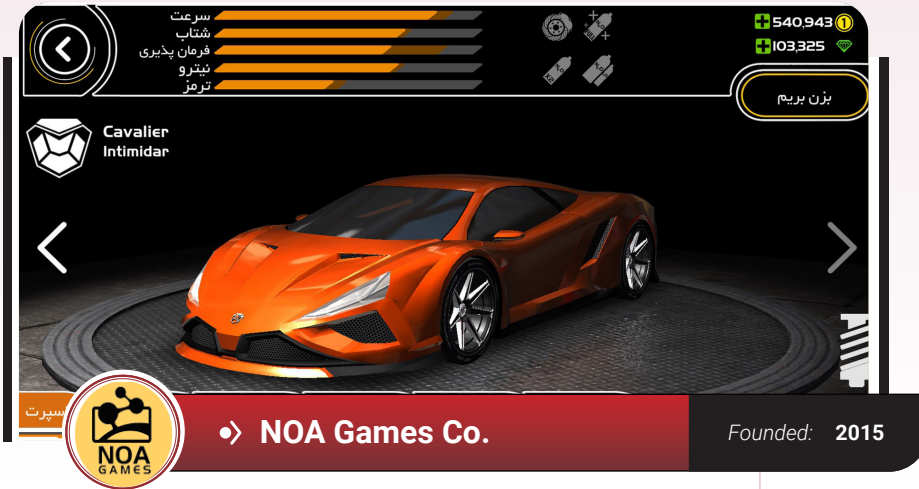
The server-side language of this application is php and its database is mysql; Also, its operating system is Linux and the client-side language is Basic.

Installations and Active Users:

About 7,000 users

Markets or Platforms:

Myket



Shadow Racer

www.noagames.co

Product Introduction:

This game is a 3D car driving style mobile game with exciting atmosphere that can be played offline or online. It is released for free for both Android and iOS operating systems and also includes in-app purchases.

Shadow Racer gameplay includes single and multiplayer modes.

This product is a serious video game.

Application:

Suitable for people interested in racing games and online network games.

Technical Specifications:

The language used on the client side is C#, and also the Unity game engine is used for creation, and in the storage section, the PHP language is used along with the Cakephp framework and Mysql database. In the multiplayer part, Photon and prediction algorithms are used for coordination and synchronization. Unity architecture is component-based, which is followed in the codes, and also, architectures such as object pooling and patterns such as singleton pattern and proxy pattern are used when needed.

Advantages:

- * Great graphics
- * Various cars and the possibility of using domestic cars like Peykan, etc.
- * The possibility of personalizing and turn the cars into sport cars
- * Very attractive gameplay in both single and multiplayer modes The possibility of playing the game online and offline
- * Variety of roads and locations

Installations and Active Users:

More than 200,000 users in Cafe Bazar

Markets or Platforms:

Cafe Bazar



Nitro Mobile Game

www.sadrsamane.com

Product Introduction:

Nitro is an Iranian racing game made for mobile platforms. In this game, as a player, one should ride all kinds of new sports cars and get various rewards by winning races to finally become a high-level racer in a famous club. Nitro includes a wide variety of new and sporty cars that the player can drive all of them as time goes by and earns a high score. On the other hand, the customization and upgrade system of the game allows the player to choose various combinations for the available cars and tracks.

This product is a serious video game.

Application:

Everyone who is interested in computer games in the age groups above three years old.

Technical Specifications:

- * **Game engine:** Unity 3D
- * **Programming language:** C#
- * **Server-side language:** ASP.NET, php
- * **Database:** SQLite
- * **Methodology:** Agile

Advantages:

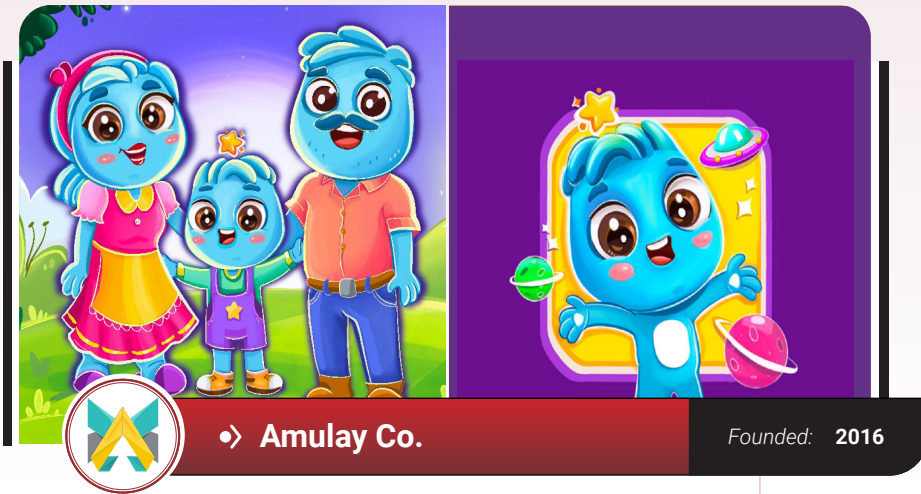
Localization and production of some technologies used for making racing games and relatively high graphics in Iran without foreign content

Installations and Active Users:

More than 100,000 in Cafe Bazar and 200,000 in Myket

Markets or Platforms:

Cafe Bazar, Myket and...



Neuroland Game

www.amulay.ir

Product Introduction:

Neuroland improves learning abilities in children with the help of computer games.

This game is an educational and strengthening game for children that tries to strengthen different skills in children during the game and in a lovely atmosphere. Neuroland games are categorized into 8 categories of improving English, memory, skill training, attention, reading-writing, math, entertainment and records, and so far there are 37 games and cognitive exercises in it, each of which strengthens a part of the child's skills and has been basically made with the help of experts in the field of children.

This product is a serious video game.

Application:

Acquiring ability to recognize numbers, shapes, counting, alphabet, word formation, sentence formation, performing mathematical operations and reading and writing and learning basic English
Suitable for children aged 2-6 years in school psychology centers

Technical Specifications:

- * **Client-side language:** C#, Java and Android
- * **Server-side language:** php
- * **Database:** MySQL
- * **Infrastructure:** Unity game engine
- * **Output operating system:** iOS and Windows
- * **Development methodology:** Agile and Scrum

Advantages:

- * Farsi speech recognition in games
- * Identification of Persian script and handwriting Implementation of the DDA system (automatic difficulty level adjustment)

Installations and Active Users:

More than 20,000 users in Cafe Bazar and 90,000 in Myket

Markets or Platforms:

Cafe Bazar, Myket and...



MafiOSo Game Godfather of Mafia

www.paezanstudio.com

Product Introduction:

The godfather of mafia game is a two-player strategy game where each player chooses three heroes from among 30 heroes and goes to war with the opponent.

Godfather of mafia game, with a unique technical platform, special capabilities such as simultaneous war with a large number of players, group chat, group war and more than thirty unique heroes with unique capabilities, is a creative game and among the best selling Iranian games. This game has been localized and published in 10 world languages, including English, Russian, Turkish, Arabic, Spanish, Italian, German, French, Chinese (traditional and classic) and Polish. The game is present in the markets of different regions of the world. About 25 updated versions of this game have been published. Among the extensive changes that the game has had during these three years, the following can be mentioned: increasing the number of arenas, increasing the number of store offers, reducing the size of the game due to the asset bundle, changes in the menus, changes in the art section, server and client side optimizations, data analysis and growth and presence in global markets.

The plot of this game is that the player is the head of a mafia group and must fight with other teams by using different forces, meanwhile, in order to prove that he is the best godfather, he must obliterate everyone. The story of the game is not particularly complicated, but it is narrated in such a way that from the very first moments, the user can have a good relationship with the heroes.

This game has been downloaded more than one million times on Google link and has received a score of 4.7 from users.

Link:

- * <https://cafebazaar.ir/app/com.paezanstudio.pesarkhande>
- * <https://play.google.com/store/apps/details?id=com.herocraft.game.mafiOSo.gangster.paradise.pvp&hl=en>

Application:

Game and entertainment.

Technical Specifications:

- * **Server:** Node.js, PHP, Docker, Kubernetes, Rabbitmq
- * **Client:** C# - UNITY
- * **Database:** MongoDB, REDIS
- * **Architecture:** MVC
- * **Methodology:** AGILE

Advantages:

- * Creativity and having a special technical platform
- * Translated and dubbed into more than 7 living languages of the world (Russian, English, German, French, Italian, Turkish, Arabic, Chinese, etc.)
- * Balance between heroes, occasional changes from Live-Ops server including discounts, tournaments, etc
- * Another important issue of online mobile games is the resistance to high ping and also the possible interruption or disconnection of the internet mobile networks, therefore, part of the game logic is implemented on the client side so that in case of disconnection, the player can still play for a few moments. At the same time, an anti-cheat system has been prepared for the game so that the player cannot cheat in the game.
- * Another advantage of this game is the ability to separate different versions of the game from the server side, which allows players to have several versions of the game running at the same time and be able to chat with each other in different versions.

This product is an online video game.

Installations and Active Users:

More than 1,000,000 installs on Cafe Bazar and 1,000,000 installs on Google Play

Markets or Platforms:

Cafe Bazar and Google Play.



➤ Roydad Negaran Atlas Tejarat Co.

Founded: 2018

SnappQ Entertainment Platform

Product Introduction:

SnappQ is an entertainment platform for prize-winning and general knowledge and arcade games and participants can compete against each other in its environment.

This product is an online video game.

Application:

For the purpose of entertainment and use by the general public and smartphone and computer users

Technical Specifications:

- * **Server OS:** Linux
- * **Client OS:** Android, iOS, (Cross Platform via PWA)
- * **Database:** MySQL, SQLite, MongoDB
- * **Server-Side Language:** GoLang
- * **Client-Side Languages:** Java, Kotlin, Swift, HTML/CSS, JavaScript
- * **Development Method:** Scrum
- * **Architecture:** Custom (Mixture of Standard Design Patterns and Architecture with customizations)

Advantages:

Persian language and Iranian culture, arcade games, live broadcasting, cash prize, the possibility of typing amid competition, the possibility of assigning coins.

Achievements in Domestic or Foreign Prestigious Events or Festivals:

The selected application of the group of educational games and knowledge Iran web and mobile festival - 2017.



Menchico Game

www.noagames.co

Product Introduction:

Mench is a German house game and means "don't be nervous man". This game is a 6-player game and is included in the category of fun games. One of the attractive features of Manchiko game is the ability to chat with friends while playing the game.

This product is an online video game.

Application:

Entertainment and games suitable for the age group between 12 and 50 years.

Technical Specifications:

The language used on the client side is C#, and the game engine Unity is used for production. In the storage part, PHP language is used along with Cakephp framework and Mysql database.

In the multiplayer section, uNet and prediction algorithms are used for coordination and synchronization.

Unity architecture is component-based, which is followed in the codes, and also, architectures such as object pooling and patterns such as singleton pattern and proxy pattern are used whenever needed.

Advantages:

- * Online multiplayer MMO game
- * Each player has a clan and it is possible to chat in the clan
- * Creativity in game design (6_player Mench game)
- * Attractive graphics based on Iranian culture and identity

Installations and Active Users:

More than 200,000 users in Cafe Bazar, 200,000 in Myket and 100,000 in Google Play

Markets or Platforms:

Cafe Bazar, Myket and Google Play



➤ **Hoosh Jame Fanavar Co.**

Founded: 2017

Mencherz Game

Product Introduction:

Mencherz is an online Mencherz game that the player can play with people around him. This game has the same rules as Mench. 3 people enter a game page and win coins after each win. There is a lucky wheel from which the player can receive coins daily. This game can be played online.

This product is an online video game.

Application:

The general public and the audience of mobile games.

Technical Specifications:

- * **Server side:** GCS server infrastructure
- * **Client side:** Unity in C# language
- * Can be played offline and online

Advantages:

Implementing compression methods in the game to optimize battery consumption, download volume, and most importantly, RAM consumption and memory pressure in the game with methods based on up-to-date computer science.

Shader programming with HLSL and optimal real-time processing according to the limitations of mobile phone processors.

Installations and Active Users:

More than 3,000,000 users in Cafe Bazar ,
1,000,000 on Google Play
and 2,000,000 on Myket

Markets or Platforms:

Cafe Bazar, Myket and Google Play



➔ NOA Games Co.

Founded: 2015

www.noagames.co

PRO FC

Product Introduction:

ProFC is a 3D online and offline soccer mobile game with a basic management style where the user manages the soccer team.

In this game, the player chooses his favorite team and signs a fixed-term contract with the football stars. He participates in the most important leagues in history and tests his team's ability. Due to the fact that the entire management of the game is in the hands of the player, he can choose the composition of the team, make the tactics suitable for each player and prepare the team for real matches. He can also raise the level of the team by promoting employees and coaches.

This product is an online video game.

Application:

Entertainment and games suitable For the age group between 12 and 50 years.

Technical Specifications:

- * Unity game engine
- * C#
- * PHP
- * Soccer game simulator engine
- * Base component

Installations and Active Users:

More than 100,000 in Cafe Bazar

Markets or Platforms:

Cafe Bazar



Soccer City Game

Product Introduction:

This product is a football coaching and club management game in which users can build a football club, recruit players for their team and compete with other clubs online by choosing the best team and applying their desired tactics.

This product is an online video game.

Application:

Suitable for football fans.

Technical Specifications:

- * Android and iOS platform
- * Using 3D graphics for the city part
- * MySQL database on the server side
- * PHP programming language on the server side
- * The development methodology of this product is Spiral.

Advantages:

- * One of the few Iranian non-turn based online games
- * Use of high-quality 3D graphics without making the game heavy for the city part of the game.
- * The simulation of one's team game with others is based on a logical and detailed algorithm and can be converted into a 3D simulation.
- * The game cannot be hacked due to the fact that the game is completely online (all game information is loaded from the server and nothing is stored in the mobile phone)
- * Accurate and expert design of game loops in terms of «game design» standards and rules and reaching performance KPIs of the world's best games in this category.

Installations and Active Users:

The game has a rating of 4.9 and more than 10,000 downloads in Cafe Bazar

Markets or Platforms:

Cafe Bazar



➔ Shokuh Afarinan Rayaneh ARAD Co.

Founded: 2008

www.medrickgames.com

2D and 3D Visualization Graphic Engine (Gaming)

Product Introduction:

This product enables visualization of real world events or simulation in two/three dimensional environments and has various capabilities. Some of these features include: simultaneous display of 2D and 3D environments, calculation and online display of Line-of-Sight, environment design tools, connection to various map servers, connection to scripting languages such as Python, debriefing performed simulations, supporting the particle system component (to display rain, fire, wind, smoke, etc.), unlimited terrain effects, and mission design and accomplishment. This product has various applications such as military, aviation, agricultural and civil industries.

This product is a service for game production infrastructure.

Application:

Various applications in various game and entertainment industries, military, aviation, agriculture and civil industries.

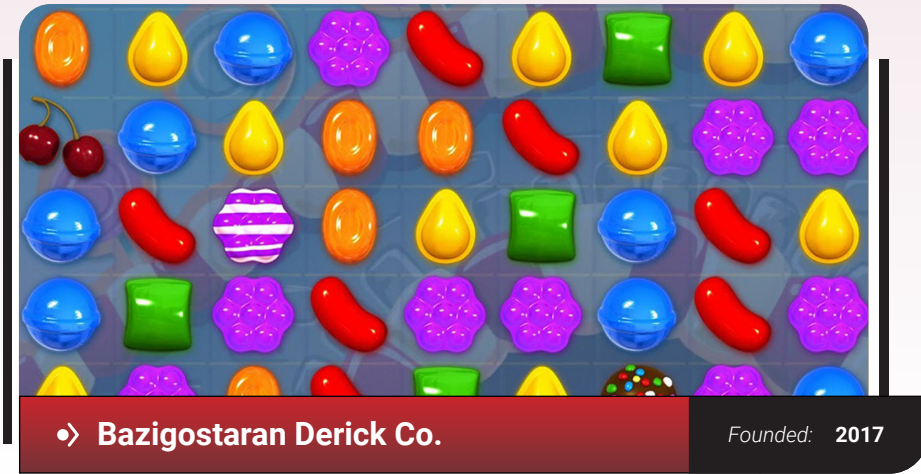
Technical Specifications:

This product is developed in C++ language and Qt framework using OpenGL library.

The product architecture is plugin-based and developed with Scrum methodology. Some of the product components developed by the company include: core engine, plugin management tool, Splash screen, preferences tool, QtHud, save/load tool, notification, Home tools, Marquee Zoom, Scale Bar, GIS Point Layer, Compass, Graticule, Screen Capture and Polyline

Advantages:

- * Complexity of design and development
- * A powerful domestic product in this area
- * Reducing development costs in other industries
- * Importing foreign currencies



www.medrickgames.info

Infrastructure for the Development of Matching Games (Match3)

Product Introduction:

This product offers an integrated infrastructure for the development of various mechanics in matching games. Expandability, modularity, and the possibility of reuse are the most important features of this infrastructure, which is very time and cost saving.

This product is a service for game production infrastructure.

Application:

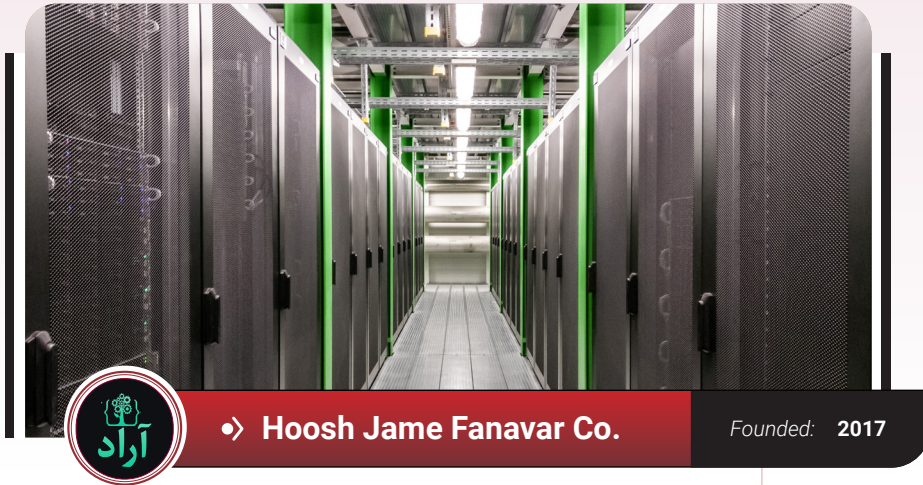
Game companies and game developers

Technical Specifications:

The created infrastructure is functional and effective in reducing the cost and development time of matching games.

- * **Programming language:** C# language and Unity game engine
- * **Development methodology:** Scrum
- * **Architecture:** Entity-Component-System, Data-oriented design

The design of this infrastructure is inspired by Entity-Component-System architecture and Data-oriented design. The implementation of this infrastructure was done with C# language and for the Unity game engine, but there is no dependence on the Unity engine in the design of the core of this infrastructure, and only C# language elements were used in its implementation. Scrum method is used in the development of this product.



GCS Server Infrastructure System Game Changer Server

Product Introduction:

This product is a real-time server infrastructure online system that is deployed in the cloud and has high scalability to respond to hundreds of thousands of online users at the same time.

This product is a service for game production infrastructure.

Application:

Real-time online services and applications with high user numbers, especially online games.

Technical Specifications:

To implement this system, free and open source technologies have been used. The server programming language of this system is C# and both Redis and PostgreSQL databases are used for different parts of this system. In the client section, according to the needs of the client C# and Javascript have been used. Also the client has been implemented for the Unity engine, which according to the way the system works, the ability to port it to other platforms is simply possible as needed.

Advantages:

All the stages of its design and implementation have been carried out by relying on the knowledge and years of experience of the software engineers and computer scientists of this company and without the need to import and purchase foreign and domestic technology or licenses.



➔ Ashab Rasaneh Pooya Co.

Founded: 2012

www.ashabrasaneh.com

ADOK Comprehensive System

Product Introduction:

ADOK product is considered a comprehensive system for providing services to developers of games and mobile and computer applications. One of the most important features of this system is that it provides cloud space to developers and eliminates the need for server-side programming and server purchase/rental. This cloud space can be used to store information related to applications or games. This system also offers developers subsystems for video ads, sending push notifications, crash reports, analytics, game services such as leaderboards and league, and integrated registration with guest user capabilities.

This product is a service for game production infrastructure.

Application:

- * **General customers:** Investment companies or infrastructure companies and large game and application producers or large publishers
- * **Consumers:** Developers or programmers who use ADOK for convenience or to reduce costs or to eliminate part of their work or even to generate income.

Technical Specifications:

- * **Programming languages:** C++, C#, java, php
- * Linux server with mysql database
- * **Operating system:** Windows, Android, the ability to develop and run on iOS

Advantages:

This product provides services to developers or producers of games and mobile and computer applications and has the following features:

Providing cloud space so that the developer does not need server-side coding or to buy or rent a server

- * Video advertising system
- * Push notification sending system
- * Crash report system
- * Analytic system
- * Game service (leaderboard and league)
- * Cloud space for storing game or application information



➤ **Haft Aseman Co.**

Founded: 2017

Backman Game Infrastructure

Product Introduction:

This product provides users with the infrastructure and services needed by game makers to manage the back-end processes of the game. These services include management of game economy and resources, management of game store products, management of achievements and missions in the game, leaderboard and registration of players' profiles and specifications, etc. Also, this product has made Cross Promotion possible by defining various missions for users and in order to generate revenue for developers.

This product is a service for game production infrastructure.

Application:

This product is used by game makers and developers of application software and gamified experiences for game design.

Technical Specifications:

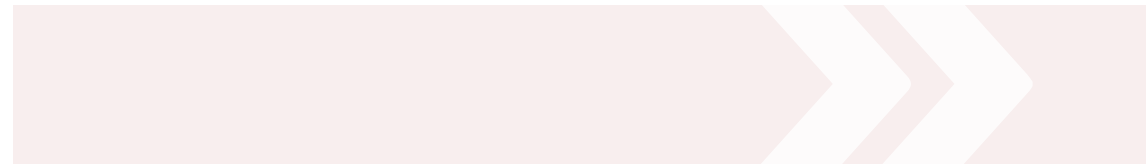
The product architecture is micro-service and it is implemented with C# programming language and .Net framework. This product consists of several services and the communication between the services is established through RabbitMQ. Also, the orchestration of machines and cluster has been done with the help of Swarm.

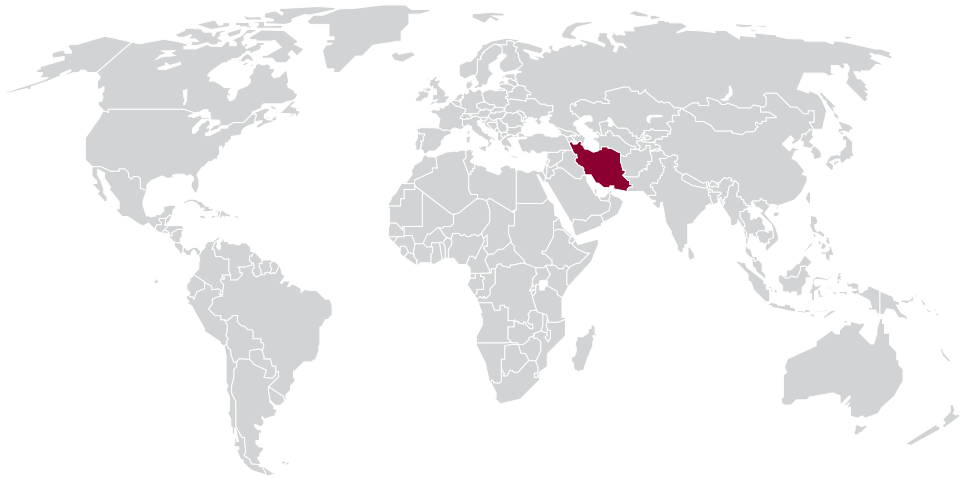
The developers panel is implemented with the help of ReactJS framework and the user application (Klopp) is also implemented with the help of ReactNative.



Iran House of Innovation and Technology (iHiT)

Iran House of Innovation and Technology (iHiT) is one of the types of export intermediaries that launched under the auspices of the Vice President for Science and Technology in Kenya, China, Russia, Turkey, Syria and Iraq. In addition to accessing the export instructions, these houses provide variety of services for companies to enter the interactional service markets such as: private and shared workspace, permanent exhibition of products, finding business partners and investing in the target countries of export, company registration, product registration, medicine, medical equipment and trademarks registration, dispatch and admission of business delegations, hiring local specialists to present products and service.





TEHRAN iHiT

Manager: Mohammad Karami

Field of Activity: Permanent International Exhibition | Export of products and services of knowledge-based, creative and technology companies in Tehran

Country: Islamic Republic of Iran – Tehran

Services:

- Holding permanent exhibition of knowledge-based products and services
- Holding specialized events and meetings
- Providing dedicated and shared workspace in Tehran
- Identifying export opportunities
- Identifying opportunities for scientific, technological and industrial cooperation

Address: Hall 37A, Tehran International Exhibition, Tehran, Iran

website: www.ihit-expo.com

Tel No: (+98) 912 444 9958 / (+98) 21 910 737 37

Supervisor: Mohammad Mahdi Agharafiee

Office Phone: (+98) 912 706 9611



NAIROBI iHiT

Manager: Ali Baniamerian

Field of Activity: Export of products and services of knowledge-based, creative and technology companies

Country: Republic of Kenya – Nairobi

Services:

- Holding Permanent exhibition of products and services
- Providing dedicated and co-working space
- Holding the National Pavilion of the Islamic Republic of Iran in international exhibitions
- Export development of knowledge-based products
- Identifying opportunities for scientific, technological and industrial cooperation
- Providing export instructions of the Center for International Science and Technology Cooperation

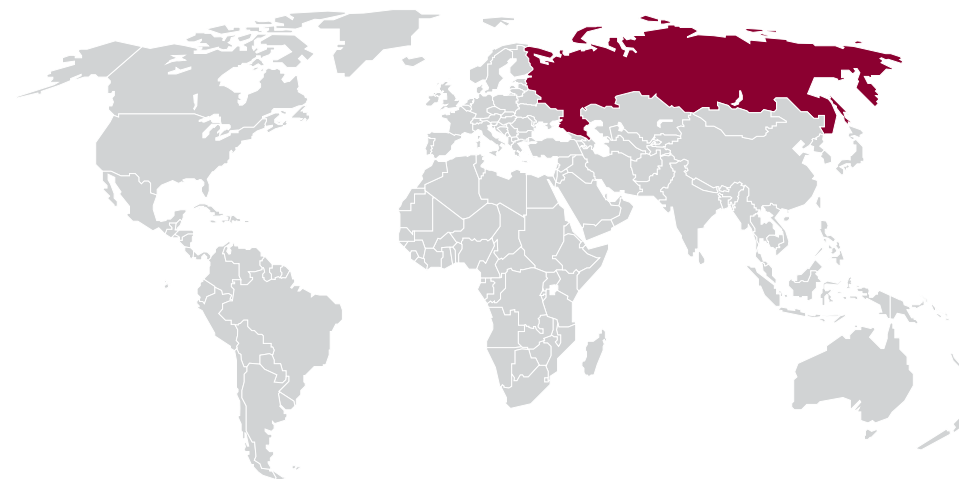
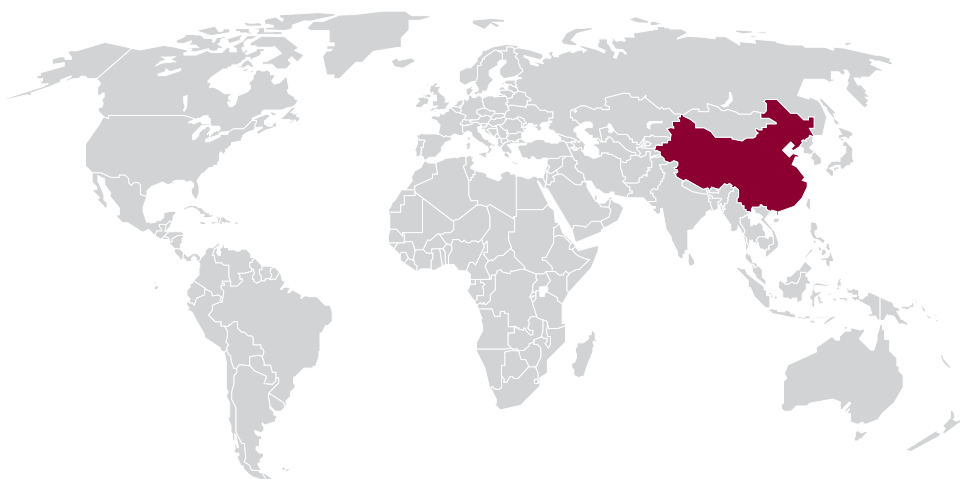
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Supervisor: Fahime Zabihi

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SUZHOU iHiT

Manager: Amir Ghorbanali

Field of Activity: Export of products and services of knowledge-based, creative and technology companies

Country: People's Republic of China - Shanghai

Services:

- Holding Permanent exhibition of products and services
- Export development of knowledge-based products
- Providing dedicated and co-working space
- Identifying opportunities for scientific, technological and industrial cooperation
- Holding the National Pavilion of the Islamic Republic of Iran in international exhibitions
- Providing export instructions of the Center for International Science and Technology Cooperation

Address: Room 88 ,409 Keling Road, Advanced District, Suzhou, Jiangsu Province, China

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Tel No: (+86) 182 062 123 92

Supervisor: Simin Rafeapour

Office Phone: (+98) 935 861 44 22

MOSCOW iHiT

Manager: Mahdi Deilam Salehi

Field of Activity: Export of products and services of knowledge-based, creative and technology companies

Country: Russian Federation – Moscow

Services:

- Holding Permanent exhibition of products and services
- Providing dedicated and co-working space
- Holding the National Pavilion of the Islamic Republic of Iran in international exhibitions
- Export development of knowledge-based products
- Identifying opportunities for scientific, technological and industrial cooperation
- Providing export instructions of the Center for International Science and Technology Cooperation

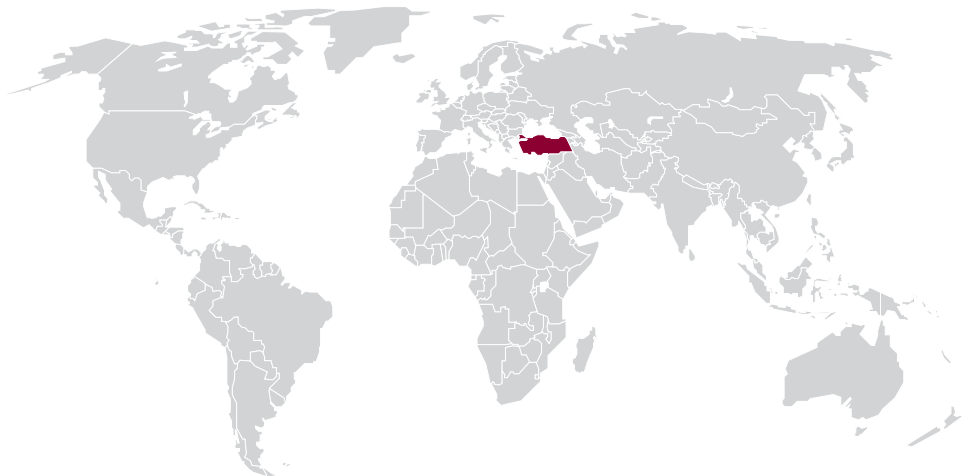
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ISTANBUL iHiT

Manager: Masoud Hasani

Field of Activity: Export of products and services of knowledge-based, creative and technology companies

Country: Turkey – Istanbul

Services:

- Holding Permanent exhibition of products and services
- Providing dedicated and co-working space
- Holding the National Pavilion of the Islamic Republic of Iran in international exhibitions
- Export development of knowledge-based products
- Identifying opportunities for scientific, technological and industrial cooperation
- Providing export instructions of the Center for International Science and Technology Cooperation

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Office Phone: (+98) 21 882 227 55



DAMASCUS iHiT

Manager: Mohammad Hadi Zeighami

Field of Activity: Export of products and services of knowledge-based, creative and technology companies

Country: Syria – Damascus

Services:

- Holding Permanent exhibition of products and services
- Providing dedicated and co-working space
- Export development of knowledge-based products
- Identifying opportunities for scientific, technological and industrial cooperation
- Holding the National Pavilion of the Islamic Republic of Iran in international exhibitions
- Providing export instructions of the Center for International Science and Technology Cooperation

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Supervisor: Hasan Tahmasebi

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Iraq (Sulaymaniyah) iHiT

Manager: Hossein Salmani

Field of Activity: Export of products and services of knowledge-based, creative and technology companies

Country: Iraq – Sulaymaniyah

Services:

- Holding Permanent exhibition of products and services
- Providing dedicated and co-working space
- Holding the National Pavilion of the Islamic Republic of Iran in international exhibitions
- Export development of knowledge-based products
- Identifying opportunities for scientific, technological and industrial cooperation
- Providing export instructions of the Center for International Science and Technology Cooperation

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Tel No: (+964) 774 567 03 66

Supervisor: Mohammad Mahdi Alebouyeh

Office Phone: (+98) 939 124 5009

This book includes
selected knowledge-based Iranian products
in the field of

GAME AND ANIMATION

which is prepared for promotion in other countries.



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