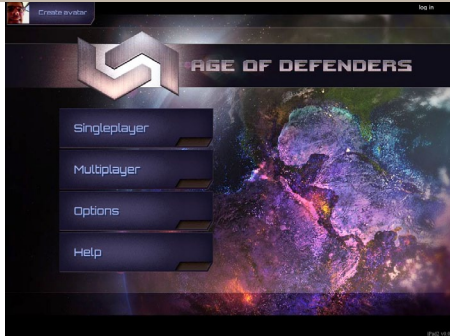# Adobe® Gaming & CUKETA

The battlefield of the future

Modern warfare is changing—at least in the virtual world. With its latest release *Age of Defenders*, small, independent game developer CUKETA is changing the multiplayer, online video game landscape. Unlike multiplayer games in which players are either on the offensive or the defensive, *Age of Defenders* is a multiplatform, multiplayer tower defense game where the goal is to defend a player's fortified towers while simultaneously going on the offensive to attack the enemy.

Released in late 2011, *Age of Defenders* was developed in just over a year with Adobe gaming technologies and delivered to mobile and desktop platforms with Adobe AIR® (Adobe Flash® technology for standalone mobile applications outside of the browser). The game was launched to great fanfare, garnering more than 5,000 registered members, who spent an average of more than an hour each playing the game in the first month and built 300,000 virtual battle towers.

"Adobe gaming technologies are fully integrated, enabling us to quickly develop and incorporate dynamic animation and effects that make our game stand out compared to others."

Reaching the masses

CUKETA selected Adobe Gaming for its rapid development and debugging capabilities and streamlined deployment via Adobe AIR that helped accelerate delivery of the game to market. Using a variety of Adobe graphics and animation software, CUKETA quickly produced the innovative, multiplayer, multiscenario game. "Adobe gaming technologies are fully integrated, enabling us to quickly develop and incorporate dynamic animation and effects that make our game stand out compared to others," says Filip Kuna, CEO of CUKETA. "We didn't evaluate other development solutions because we knew Adobe software was the most capable in handling the type of graphics and gameplay we wanted, and that it could help us deliver it to millions of gamers in new markets much faster and at a minimal cost."

Adobe Gaming technologies feature code completion, snippets, debugging, and memory and performance profiling tools that dramatically reduced the amount of time CUKETA developers spent coding the game. The integrated creative tools and preview in Adobe AIR helped developers refine character interactions and animation to rapidly achieve the exact look, feel, and tone of the game they wanted for desktop and mobile platforms. Plus, with unique game packaging capabilities, the company can package and deliver the game to mobile devices, including Android™ tablets and the Apple iPad, much faster.

"Adobe Gaming technologies offer the features and tools we need to create a unique experience with superior graphics and gameplay," Kuna says. "Not only can we now create characters, animations, and dynamic battle scenarios very quickly, but Adobe AIR enabled us to optimize the game for mobile platforms and seamlessly port the game in less than a fraction of the time it would have taken to do so manually."

Results

- Acquired more than 5,000 new gamers in the first month, who averaged one hour of gameplay each
- Developed and deployed a unique, multiplatform warfare game from scratch in just over a year
- Accelerated graphics optimization and deployment to mobile devices including Android tablets and the Apple iPad

Additional technology used: Robotlegs framework

For more information
www.adobe.com/go/gaming
Age of Defenders: *http://www.ageofdefenders.com/*