Reversión

After dreaming for years, **we built our first adventure game**.

Challenges

While team members were aware of how to develop a video game, it was the first time we stood to finalize a commercial production.

Goals

- Create an entertaining, visually attractive and stable product.
- Create a videogame with internationalization support.
- Support for as many platforms as possible.

Results

A videogame that it's being very well reviewed by our players, and a product that exceeded our first expectations.

Soluciones 3f is a company that has more than 5 years in the software market. We originally started developing custom software for enterprise applications. It had nothing to do with video games, but there were always the idea to develop one in our hearts. We receive some government funding and deal was on.

With Reversion, our dream came true: we are totally charmed with the result. The first chapter can be freely downloaded from its own site - www.reversion-eljuego.com.ar

Reversion is a classic point & click adventure game, situated in the city of Buenos Aires. Many disciplines worked in the development of this game. Actors, designers, illustrators, musicians, programmers, and more.

The game will continue to be in development as a series of chapters. Actually we are currently developing the chapter two. It is in our plans to make up to 4 more.

The game's engine is a technology very flexible that is portable, supports internationalization, just to name a few.

It was initially developed for the PC. but we recently signed a contract with Bulkypix, to bring the first chapter of the game to the iPhone, iPad and Mac.