

Empowering Indie Developers: How AccelByte Transformed Genun Games' Ascent Rivals



Founded in Seattle, [Genun Games](#) is an indie studio known for its innovative approach to game development. The studio comprises four passionate developers who have been working on its project, [Ascent Rivals](#), for more than two and a half years.

Ascent Rivals is a racing shooter hybrid that brings a new twist to the racing game genre, offering a unique "Death Race brawl" experience.

Mission and Vision

Genun Games strives to push the boundaries of traditional gaming by introducing novel concepts and [engaging gameplay](#). Their mission is to create games that are not only fun and competitive but also incorporate spectator focus and interaction. By focusing on innovation and quality, Genun Games aims to deliver unforgettable gaming experiences.

The Game: Ascent Rivals

Ascent Rivals combines high-speed racing with intense shooter gameplay, setting it apart from other games in the genre. Players participate in high-stakes eSports competitions, navigating through dynamic environments while engaging in combat with opponents. The game's unique mechanics and competitive nature make it a thrilling experience for players and a potential hit in the eSports scene, having already won indie awards at Dreamhack and PAX.



Development Journey

The journey of developing Ascent Rivals has been one of creativity and overcoming technical challenges. With a small team of four, Genun Games initially faced difficulties managing the complexities of a multiplayer game.

Their search for a robust backend solution led them to [AccelByte](#), which they discovered at the Game Developers Conference (GDC) 2022.

The Challenge

As a small indie studio, Genun Games needed a solution that could handle the intricate demands of multiplayer gaming, including skill-based matchmaking, custom lobbies, and social integrations across platforms like Steam, PSN, and Xbox. Building and maintaining such a system in-house was not feasible due to limited resources and expertise.

Finding a Backend Solution

At GDC 2022, Genun Games met the AccelByte team and was introduced to the comprehensive capabilities of the AccelByte platform. The detailed technical discussions and demonstrations convinced them that AccelByte could provide the backend support they needed. Prior to this, they had considered other solutions, but none offered the flexibility and ease of integration across both Unity and Unreal Engine that AccelByte did.



The Solution

AccelByte provided Genun Games with essential tools to streamline their development process. Key features utilized by Genun Games include:

- **Skill-Based Matchmaking and Custom Lobbies:** AccelByte's matchmaking system allows for precise player pairing that enhances the competitive nature of Ascent Rivals. Custom lobbies provide players with a personalized gaming experience.
- **Dynamic Sponsorships:** Using [AccelByte Extend](#), Genun Games can dynamically load sponsorships and advertisements into the game. This feature enables targeted branding and in-game advertising to broaden the game's commercial potential.
- **Seamless Platform Integration:** AccelByte's [Web SDK](#) facilitated smooth integration with various platforms, including [Cardano's blockchain technology](#), to enable secure and streamlined user experiences.
- **AccelByte Multiplayer Servers (AMS):** Genun Games integrated [AMS](#) to manage dedicated servers in different regions for a low latency and seamless multiplayer experience. The integration was particularly beneficial for scaling up their infrastructure as they moved from the starter tier to a more expansive deployment.

“One of the things that we always talked about internally as an indie studio was, do we really want to go with a networked game? There are just so many unknowns, and networking adds another layer of complexity. And so that was a point of contention and uncertainty for us. It has become feasible with solutions like AccelByte working with the support team. Even as a small indie team, we get a lot of support.”

- Michael Yagi, CEO and Co-Founder of Genun Games



Results

Implementing AccelByte's solutions has significantly boosted Genun Games' productivity and reduced development time. The team estimates that without AccelByte, building the required backend infrastructure would have taken at least a year. AccelByte's support and easy-to-use tools have allowed the two-engineer team to achieve what would typically require a much larger staff, even as they continue to integrate and improve the solutions.

"I think what is possible in the indie scene has been elevated a lot with solutions like AccelByte."

- Michael Yagi, CEO and Co-Founder of Genun Games

Future Prospects

With AccelByte's ongoing support, Genun Games is set to move Ascent Rivals from alpha to beta testing and plans to [release on Steam](#) and Epic Games. The studio continues to explore new features and enhancements by leveraging AccelByte's extensive suite of tools to ensure the game remains competitive and engaging.

AccelByte has empowered Genun Games to bring their vision of Ascent Rivals to life. By providing a scalable, integrated, and efficient backend solution, AccelByte has enabled the small indie studio to overcome significant development challenges and focus on creating an exciting and innovative game.

AccelByte's robust platform and dedicated support have been instrumental in Genun Games' journey, showcasing how effective backend solutions can transform the game development landscape for indie studios.



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