

 KNOCKKNOCK

KNOCKKNOCK GAMES

NEVER-ENDING STORY OF
ULTIMATE FUN



OUR STORY

2006



We're a **small game development** department of R-Style Lab based in San Francisco, CA.

We **plan to move to the European R&D center** to optimize the development costs.

2011



Our **team consists of eight specialists** and has already completed six game projects.

We focus on **full-cycle outsourcing projects**, growing our partner network and team.

2017



An **independent game development** studio called **Knockknock Games** was formed.

Nowadays there are **30+ professionals in our team** and we have successfully finished more than **15 game projects**.

13 YEARS OF EXPERIENCE

Throughout the period of working as an external development team we've learned to:



be flexible and to work by variety of development methodologies



be cost effective and to adjust the development team during the project to optimize the expenses



not just **meet customer requirements** but to **suggest new creative and useful features**



focus not only on project delivery but **on successful game future**

WHAT WE DO BEST

GAME ART

- Concept Art
- 2D & 3D Modeling and
- Animation
- 2D and 3D Art

GAME DEVELOPMENT

- Game Prototyping
- Game Porting
- Co-development
- Full-cycle Game Production
- Support

GAME DESIGN

- Gameplay Mechanics
- Design
- Game Setting and Story
- Level Design

KEY PLATFORMS AND ENGINES

MOBILE

- iOS
- Android

PC

- Windows
- Mac
- Linux

CONSOLE

- PS
- Xbox
- Switch

Unity

Unreal Engine

Cocos2D

Custom-made engines

WHY KNOCKKNOCK GAMES

01

We offer not only development, but also **creative work**, such as game setting, non-linear story and characters.

02

Simple and understandable communication, one person responsible for any project inquires will be in touch with you during the whole project length.

03

Optimized workflows, projects are developed using processes proven by time and multiple successful deliveries.

04

Professional consulting services, we can help your project reach the goals while providing valuable feedback on the way.

05

Our **development center** is located **in Belarus** which helps to optimize the total project costs. Such games as World of Tanks and Farm Frenzy where built here.

06

Passionate and professional development team, all team members are creating games in a friendly environment non-stop.

CONTACTS

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