



CO-DEV
FULL-CYCLE
SMART
PORTING
POWERED BY
HUEYCORE

SMART PORTING POWERED BY HUEYCORE



- ✓ Smart Porting Powered by HueyCore
- ✓ Co-Op mode development
- ✓ Leaderboard integration



- ✓ Smart Porting powered by HueyCore



- ✓ Smart Porting to 6 Platforms
- ✓ Console controls design & dev
- ✓ DualSense design & dev



Our Partners:



Endorsements



"Huey Games made porting Cuisineer to consoles an absolute pleasure. Their expertise and team spirit made them feel like an extension of our own team."

- Marvelous Europe



"It has been an absolute pleasure working with the team at Huey Games on porting Sociable Soccer 24 to consoles. The entire team have demonstrated a high level of professionalism, expertise and dedication, and they are well-managed and thorough in the work they do."

- James Woodrow, producer on Sociable Soccer

"Huey have been an excellent development partner for Sociable Soccer, the console versions would not have been possible without their calm, professional approach to game development."

- Jon Hare, creator of Sociable Soccer



"If you know much about this game you can understand that it was not a straightforward port. So much work went into redesigning the controls alone. Huge thanks to Huey Games and Devolver Digital for making it all possible."

- Daniel Mullins, developer of Inscription



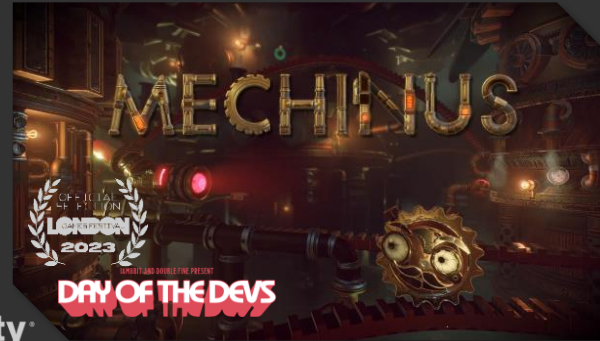
"Huey was extremely communicative at every step in the process and consistently sensitive to our needs as we needed to hit various deadlines leading up to launch."

- Armor Games

CO-DEV & FULL-CYCLE



- ✓ PC / Console
- ✓ Co-Op mode development
- ✓ Leaderboard integration



- ✓ In-engine [trailer](#) and [gameplay](#)
- ✓ Showcase of Huey capabilities
- ✓ Playable DEMO available on request



- ✓ PC / Console
- ✓ Console controls design & dev
- ✓ DualSense design & dev



- ✓ Android & iOS
- ✓ Online Multiplayer with EOS
- ✓ Art, animation, design & engineering co-dev



- ✓ Meta Quest 2/3
- ✓ Embedded Engineering



- ✓ Optimization & engineering
- ✓ Polish and bug fixing



- ✓ Original IP
- ✓ Full-cycle



ADD-ONS & SPECIAL EDITIONS



- ✓ Digital PlayStation [Artbook App](#)
- ✓ PlayStation [Dynamic Theme](#)
- ✓ PlayStation [Soundtrack App](#)



- ✓ Digital PlayStation [Artbook App](#)



- ✓ Physical Collectors USB Cassettes
- ✓ PC / Mac Collectors Editions
- ✓ Digital Special Features Pre-Loaded



PRIOR INDUSTRY EXPERIENCE

- ✓ BAFTA-nominated Game Directors of multiple LEGO titles, working with the biggest licensed IP in the world.



- ✓ Design and technical leadership on sports titles, racing games and third-person actions adventures, with our CTO building bespoke game engines and rendering pipelines from the ground up.



HUEYCORE 3.5



Innovation Grant Recipient

What is HueyCore 3.5?

Our *HueyCore 3.5* technology offers unprecedented turnkey console porting, automating the lion's share of console compliance. This often allows us to get ports up and running on consoles within days of starting a project, with core compliance in place.

Optimisation Solutions

Our benchmarking and performance analysis tools allow us to tackle optimisation in a targeted, data-driven manner and deploy tailored solutions.

First Time Submission Pass Guarantee

On many projects we can guarantee 1st time submission approval on consoles*.

Custom Engines

We are happy to produce a tailored proposal for your custom-engine games, with our upcoming *HueyCore Native* framework.

HueyCore 3.5 Turnkey Systems Include:

- PS5 Activities
- Awards (Achievements & Trophies)
- Controller Effect (PS5 & Switch Haptics)
- DLC
- Friends
- Localisation
- Networking
- Platform Bespoke Functionality (e.g. Switch docked/handheld resolution switching)
- Storage
- User Profiles



*1st submission guarantee for porting issues, does not include failing on other issues e.g. localisation, paperwork

MANAGEMENT TEAM



Rob Hewson, CEO & Creative Director

- 18 years as Lead Designer, Game Director, CEO



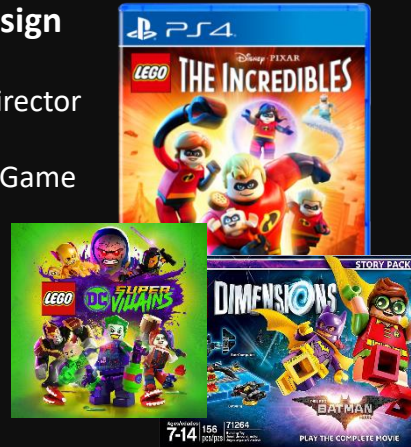
John Ogden, CTO

- 22-year industry veteran
- Worked on every console generation since the original PlayStation
- Led technical teams in all aspects of video game development



Peter Gomer, Head of Design

- BAFTA nominated Game Director
- 17 years as Lead Designer, Game Director, Head of Design



Andrew Hewson, Chairman

- Founder of 80s & 90s hit game publishers
- Founding Chairman of UKIE (the UK trade body)
- Trained accountant
- Serial entrepreneur & business advisor



Leading our incredible team of engineers, artists, animators, design, QA and production staff.

Summary



Veterans: Our management team has over 85 years of combined industry experience



Experience: Many Unity, Unreal, Online Multiplayer, Co-Dev, Design & Art projects completed on all platforms.



Technology: Our powerful *HueyCore™* technology streamlines the porting process.



Process: Our co-dev and porting processes provides clarity and reliability



Commitments:



Fast, clear and honest communication



Detailed milestone reporting



Deliverables you can depend on



Winner



Thank you

