SUCCUBUS
interactive

SERIOUS GAMING – SOCIAL GAMING – TECHNOLOGY

laurent@succubus.fr

Succubus Interactive

FOUNDED IN **2002**

By childhood friends, as a pure **video game** studio
14 years later, we are a team of 15

Laurent, 38
Founder

Frédéric, 44
Tech

Jennifer, 43
Finances

Pierre, 32
Arts

Succubus Interactive

3 interests

- SERIOUS GAMES
- SOCIAL GAMES
- TECHNOLOGY

3 ways to earn a living

- WORK FOR HIRE
- PUBLISHING
- LICENSING

Serious Gaming

➜ **100+ QUALITY REFERENCES**

➜ **EVANGELIST**

➜ **EU FRIENDLY**

SERIOUS GAMING

EXPERTISES

Education / Training

Assessment

Sensibilisation

Marketing

MAIN CUSTOMERS

Government

Big Pharma

Key accounts

Business English courses

Sales courses

simulang
s·e·r·i·o·u·s||g·a·m·e·s

serious talk

Authoring tool,
build your own dialog

Oui, c'est un logiciel, très simple d'utilisation, qui permet de créer soi-même et
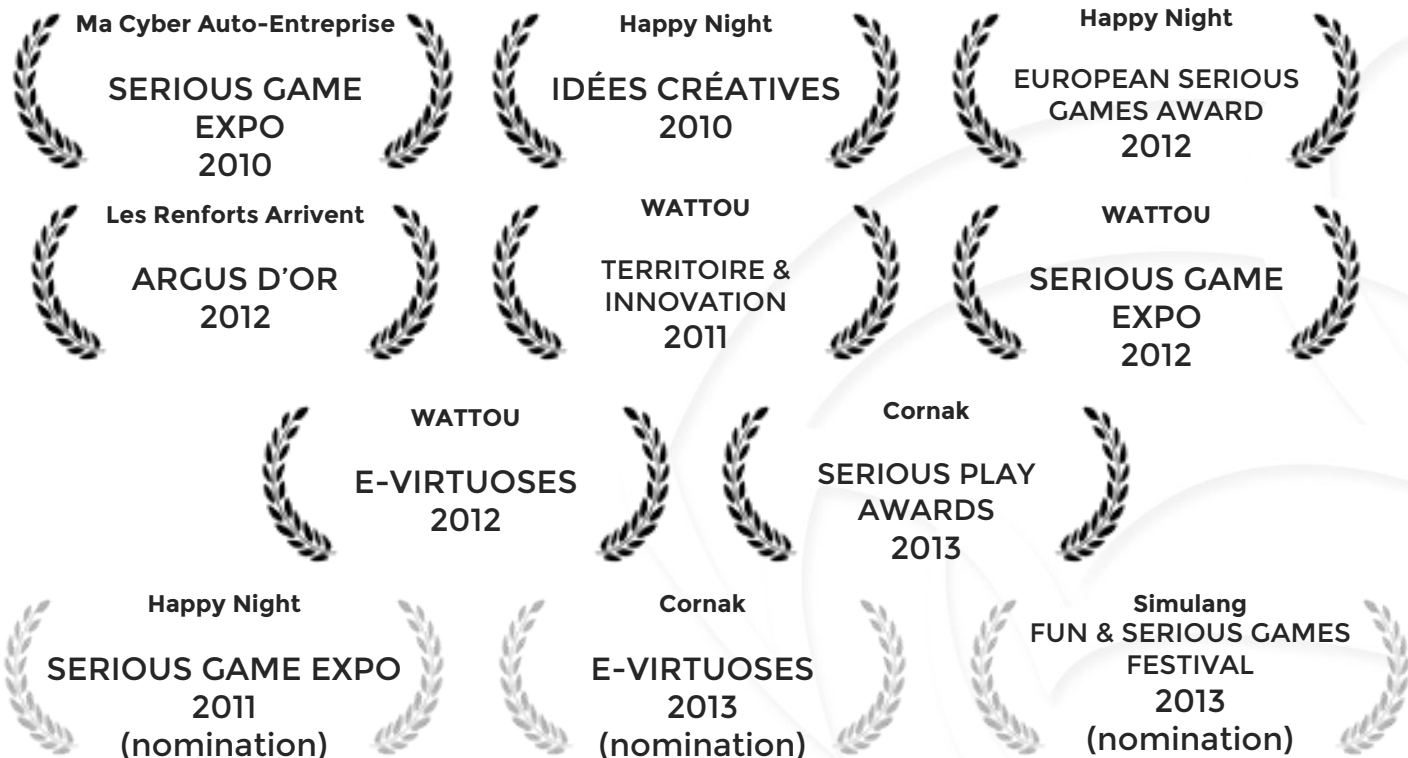rapidement son propre serious game !

PUBLISHING

STREET CRED

Pioneered Serious Game in France in 2002

World's heaviest track record with **100+ applied games**

8 international trophies (11 nominations)

Ma Cyber Auto-Entreprise
SERIOUS GAME EXPO 2010

Happy Night
IDÉES CRÉATIVES 2010

Happy Night
EUROPEAN SERIOUS GAMES AWARD 2012

Les Renforts Arrivent
ARGUS D'OR 2012

WATTOU
TERRITOIRE & INNOVATION 2011

WATTOU
SERIOUS GAME EXPO 2012

WATTOU
E-VIRTUOSES 2012

Cornak
SERIOUS PLAY AWARDS 2013

Happy Night
SERIOUS GAME EXPO 2011 (nomination)

Cornak
E-VIRTUOSES 2013 (nomination)

Simulang
FUN & SERIOUS GAMES FESTIVAL 2013 (nomination)

EVANGELIST

- **Conferences** all over Europe, North America (Montreal, Boston, San Francisco), and Asia (Seoul, Tokyo, Shangai, Singapore)

- Whitepaper (**Serious Game's Manifesto**)

- Massive blog, in French & English (**blog.succubus.fr**)

Serious Gaming

EUROPEAN COLLABORATIONS

- Member of **mEducator** (eContentPlus, 14 partners)
- Member of **Beaconing** (Horizon2020, 15 partners)
- Expert **reviewer** (FP7)

BEEN USED AS PARTNER FOR

- **Game development** (game design, arts, code)
- Tech enabling (**authoring tools**, editors, trace logging)

IN **2015** STARTED SWITCHING
FROM **WORK-FOR-HIRE**
TO SELF **PUBLISHING**

SUCCUBUS
interactive

SOCIAL GAMING

3 FREEMIUM GAMES UNDER DEVELOPMENT

My Vet Life
Pet Management

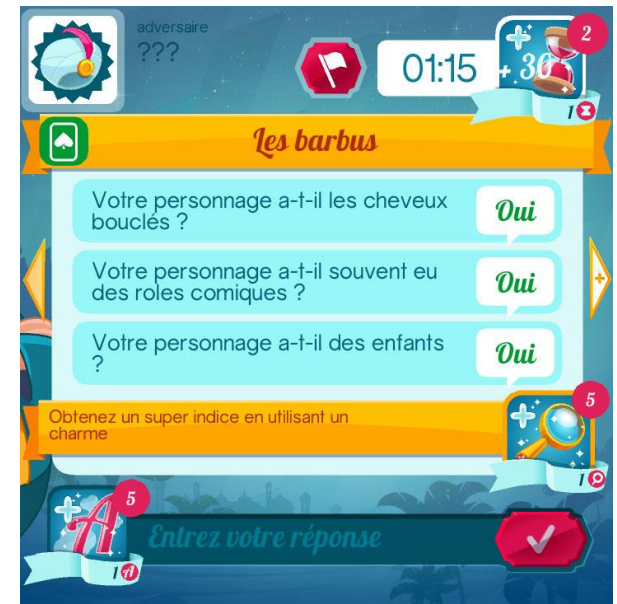

Attic Attack - Shooter / Survival

Legendary Loot - Tactical RPG

AKINATOR

Social + Free2Play: « Akinator Masters »

1.4M fans on **Facebook**

Quiz game

Soft launch 03/2016

SUCCUBUS GREW OVER THE YEARS A LIBRARY OF **SOLID**, **GENERIC** & **REUSABLE** TECHNOLOGIES

➜ GAME **ENGINES**
➜ **PRODUCTION** TOOLS
➜ **SERVER** SIDE
➜ **TRACE** ANALYSIS

SUCCUBUS interactive #TECH

GAME ENGINE / ADVENTURE POINT & CLICK

- Web, mobile & desktop (OpenGL / HTML5)
- Best in class graphic quality, lower machine needs and drastically faster authoring pipeline
- Only one constraint, no first person view + walking

GAME ENGINE / **DIALOG SIMULATOR**

- Disruptive rendering technique based on precomputed 3D and video codec
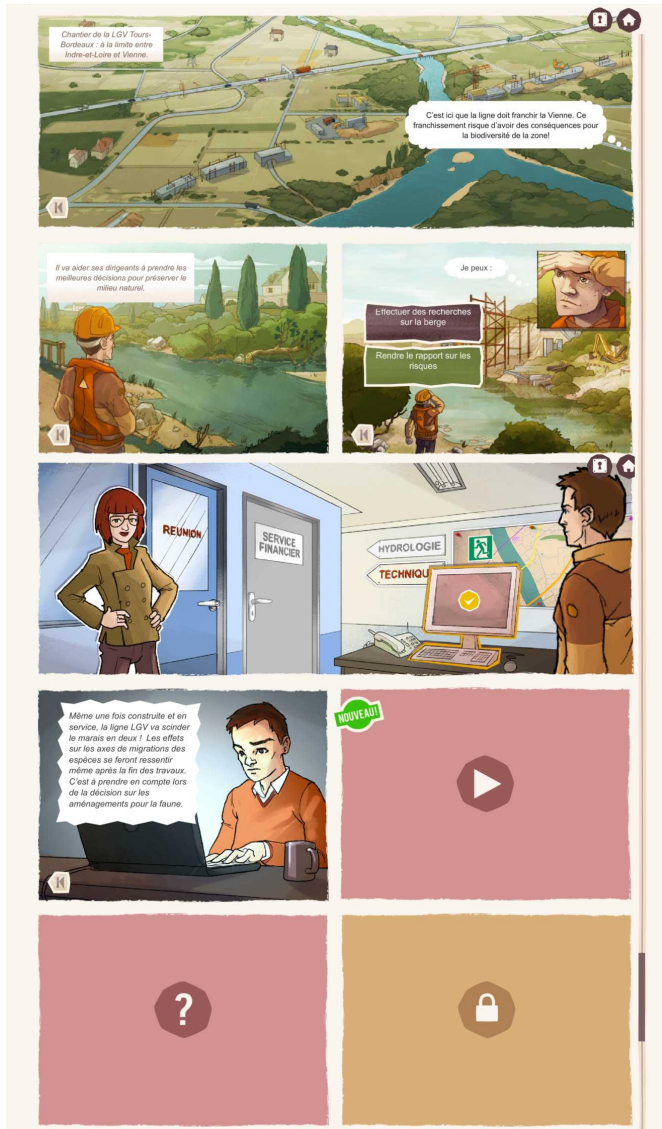- Characters can be customized and support dynamic facial expressions, body language & lip sync

GAME ENGINE / INTERACTIVE COMIC STRIP

- Choose how the story progresses

- Unlock new scenario options when reaching specific endings

- Modify any of your choices at anytime to explore all combinations

- Replay the story until you find the best ending

GAME ENGINE / **PUZZLE GAMES**

- Match-3, bubbles, Zuma, dices, cards, etc.
- Skinnable & reusable

PRODUCTION TOOLS / LEVEL EDITOR

- Produces 3rd person view backgrounds
- Based on Photoshop-style depth layers (not tiles)
- Hidden top view for path finding + collision detection
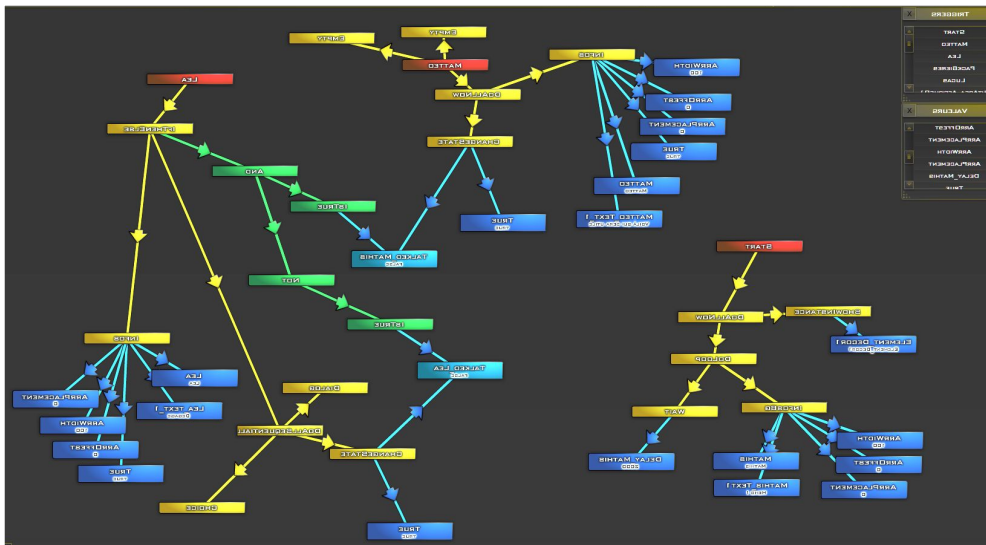
PRODUCTION TOOLS / DIALOG EDITOR

Produces **interactive** dialogs

Create chapters, and **branch** them based on user's **choice** or on **conditions**

PRODUCTION TOOLS / GENERIC SCENARIO EDITOR

- Highly innovative visual scripting for **game designers**
- No computer science skills needed, easier than Scratch
- "When user clicks on the blue door, if blue key is in inventory open the door, else pop-up an info message stating the door is closed"
- Can get as complex as needed (functions, variables, collections, etc.)
- Efficient, even our own developers use it as much as possible
- Agnostic, can be bound to any runtime (can edit a webpage)

PRODUCTION TOOLS

Web-based, easy to use, collaborative and made to work without any developer support

Using these 3 tools and the engine together allow a point & click to be made **without a single line of code**

This lets us create games faster, thus at much **lower costs**

Maintenance and evolutions can be achieved in an **autonomous way**: without us, without having to recompile the game, without access to source code, directly from a web page, without training

It even lets a second team create a second game from an existing one (repurposing)

SERVER SIDE

- Real time synchronous multiplayer
- Virtual world customization & persistence
- Social platform (players profiles, instant messaging, live feed, notifications, requests, friend lists, etc.)
- Gamification mechanics

Currently working on collaborative tools & applications (use the gaming technologies to have users collaborate such as in google docs)

TRACE ANALYSIS

Game traces are saved using the succession of **all events** (mouse move, mouse click, network message, etc.). Any game from the past is then **replayable** by resending its events in the engine. Traces are said to be continuous or "Full Resolution".

It was first developed to let players interrupt their game at any moment ("save game"). This approach now allows developers to:

- inject "query code" a posteriori (such as "count number of clicks")
- replay thousands of game traces at once with this new code activated
- retrieve new fresh statistical values based on old traces

We are currently working on **automatic segmentation** of these statistics to allow **players profile deduction**, and thus **dynamic scenario adaptation**

➜ **SERIOUS GAME ENGINES**
POINT & CLICK ADVENTURE
NON LINEAR DIALOG SIMULATION
INTERACTIVE COMIC-STRIP
PUZZLE GAMES

➜ **PRODUCTION TOOLS**
LEVEL EDITOR
DIALOG EDITOR
SCENARIO EDITOR

➜ **SERVER SIDE**
REALTIME MULTIPLAYER
PERSISTENT VIRTUAL WORLD
SOCIAL PLATFORM

➜ **TRACE ANALYSIS**
FULL RESOLUTION TRACE LOGGING
COHORT REPLAYS WITH OBSERVER CODE INJECTION

laurent@succubus.fr