

M2H GAME STUDIO

1. Crashdrive	2
2. Paradudes	3
3. Bomb factory	4
4. "Flying game" (WIP)	5
5. Verdun Online.....	6
6. Surrounded by Death	7
7. Domino creator.....	8
8. Crate mania	9
9. Wooglie.....	10
10. Sylvania	0
11. Slavehack	12
12. Unity development resources	13
13. Older (discontinued) project.....	14



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Crashdrive

Type of project: Unity game (webplayer, OSX dashboard, standalone)
Short description: singleplayer&multiplayer 3D freeroam stunt game. Has been the #1 widget on Apple.com for over 6 months.
Main technologies used: Unity
Date launched: November 2008
Link(s): <http://m2h.nl/#Crashdrive%203D>
<http://www.woogle.com/playgame.php?gameID=4>
<http://www.apple.com/downloads/dashboard/games/3dcrashdrive.html>
<http://apps.facebook.com/crashdrive/>
Statistics: Widget downloads: 747 976
Webplayer hits: 208 562
2.650.763 times played



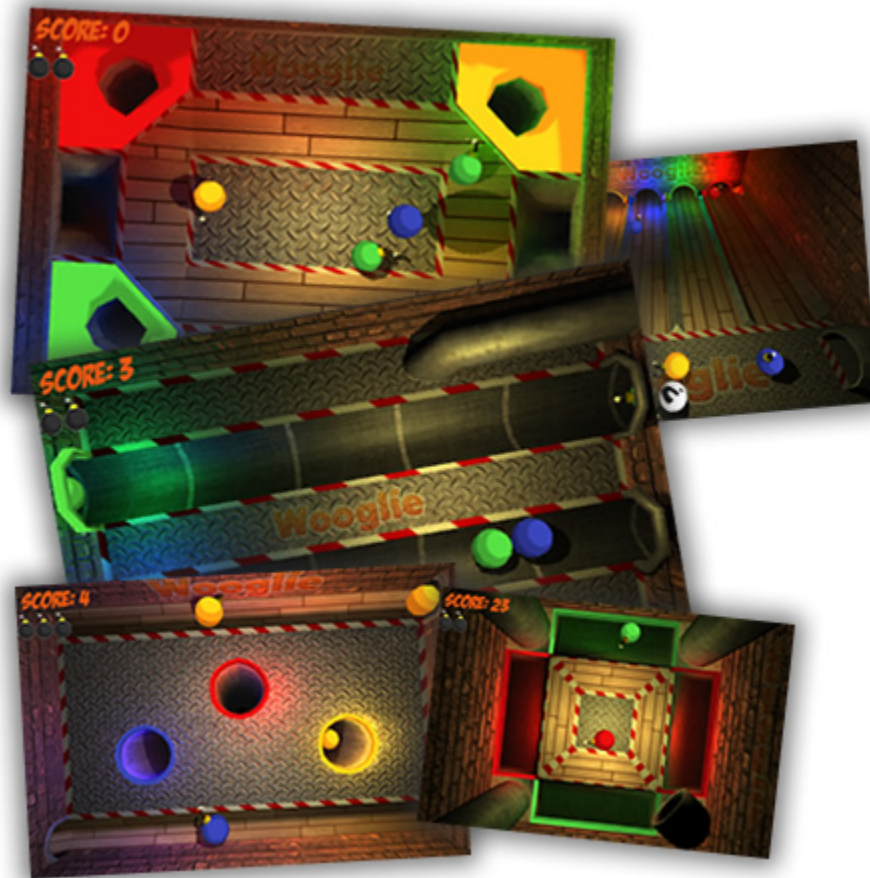
Paradudes

Type of project:	Unity game (webplayer, iphone, OSX dashboard, standalone)
Short description:	An arcade "skill" game.
Main technologies used	Unity
Date launched:	August 2009
Link(s):	http://m2h.nl/#Paradudes http://www.wooglie.com/playgame.php?gameID=65
Statistics:	Widget downloads: 36 394 Webplayer hits: 2975 iPhone downloads: +/- 20 000



Bomb factory

Type of project:	Unity game (webplayer, iphone, OSX dashboard, standalone)
Short description:	An arcade "skill" game where you'll need to sort the bombs as quick as you can, before they explode.
Main technologies used	Unity
Date launched:	September 2009
Link(s):	http://m2h.nl/#Bomb%20Factory http://www.woogle.com/playgame.php?gameID=33
Statistics:	Widget downloads: 49 353 Webplayer hits: 2029 iPhone downloads: +/- 20 000



"Flying game" (WIP)

Type of project:	Unity game (standalone)
Short description:	Multiplayer&singleplayer 3D arcade air combat. Featuring both a singleplayer career, as extended multiplayer. Players can buy and upgrade their own "steampunk" style airships and equip them with the right weapons.
Main technologies used	Unity
Date launched:	<i>in development. Due 2010</i>
Link(s):	<i>none yet</i>
Statistics:	<i>none yet</i>

Verdun Online

Type of project:	Unity game (standalone)
Short description:	(multiplayer) 3D FPS trench warfare. Set in the WW1.
Main technologies used	Unity
Date launched:	<i>in development: Due 2010</i>
Link(s):	http://m2h.nl/#Verdun%20Online http://www.verdun-online.com/
Statistics:	<i>none yet</i>



Surrounded by Death

Type of project: Unity game (OSX dashboard widget, webplayer, standalone)

Short description: (multiplayer) 3D FPS game. The zombies are invading the bunker, try to survive as long as possible. Unlock the bunkers rooms to buy new weapons. This game has been developed for a mac gamedev competition.

Main technologies used: Unity

Date launched: April 2009

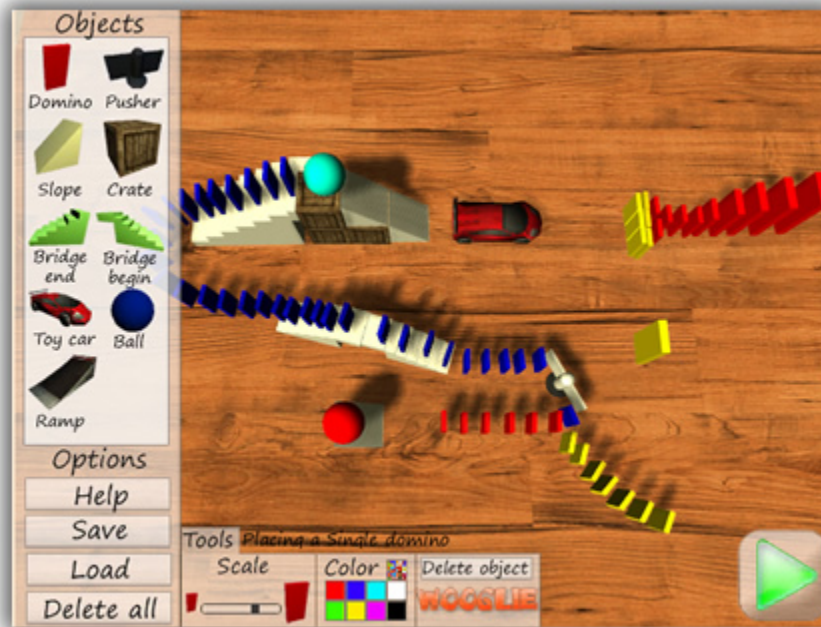
Link(s): <http://m2h.nl/#Surrounded%20by%20Death>
<http://www.surroundedbydeath.com/>
<http://www.woogle.com/playgame.php?gameID=7>
<http://apps.facebook.com/surroundedbydeath/>

Statistics: Webplayer plays: 19 231



Domino creator

Type of project:	Unity game (OSX dashboard widget, webplayer, standalone)
Short description:	Build your own 3D domino track
Main technologies used	Unity
Date launched:	April 2009
Link(s):	http://m2h.nl/#Domino%20creator http://www.apple.com/downloads/dashboard/games/dominocreator.html http://www.woogle.com/playgame.php?gameID=23
Statistics:	Webplayer plays: 15 523 Widget downloads: 214 294



Crate mania

Type of project:	Unity game (OSX dashboard widget, webplayer, standalone)
Short description:	A (multiplayer) FPS game. A combination of hide&seek and FPS action.
Main technologies used	Unity
Date launched:	November 2008
Link(s):	http://m2h.nl/#Crate%20mania http://www.apple.com/downloads/dashboard/games/cratemania.html http://www.woogle.com/playgame.php?gameID=6
Statistics:	Webplayer plays: 57 975 Widget downloads: 66 168



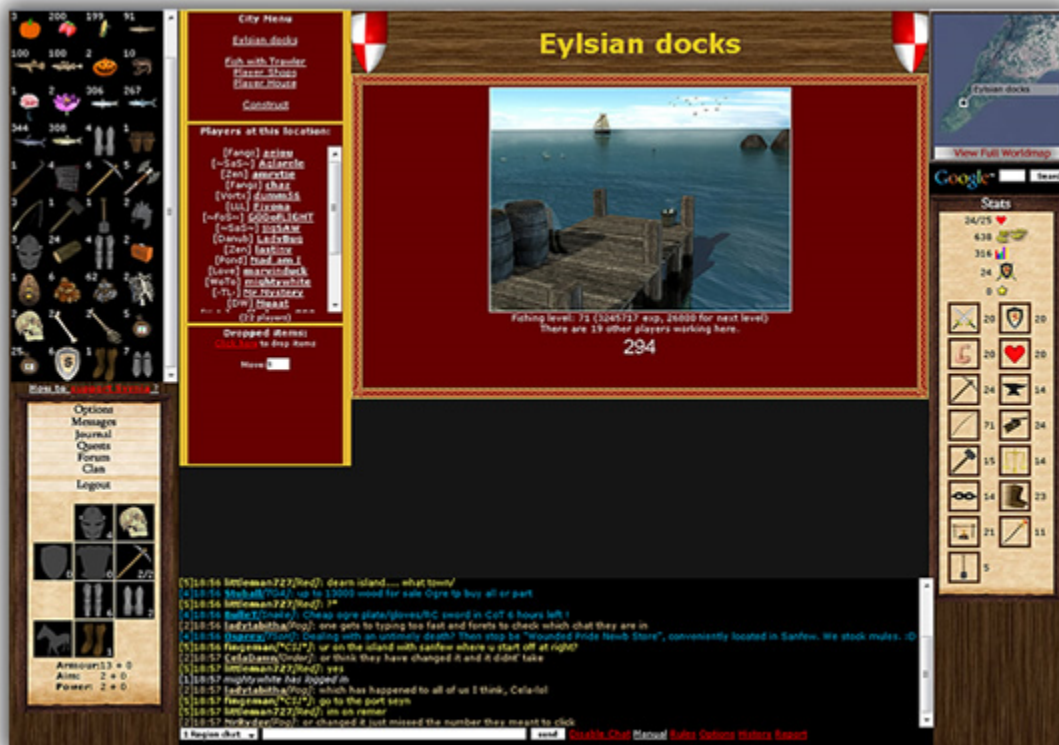
Wooglie

Type of project:	Unity game portal
Short description:	We've set up this unity game portal since no big game portals were supporting unity games at the time. Wooglie still is the only portal solely dedicated to unity. Slowly but surely other portals are beginning to accept unity content (January 2010). Game developers can submit their game to Wooglie to receive a advertisement revenue share. Wooglie is well known in the unity community.
Main technologies used	PHP, AJAX, MYSQL
Date launched:	April 2009
Link(s):	http://www.Wooglie.com http://m2h.nl/#Wooglie
Statistics:	Games played: 525 871 Hours played: 47 293



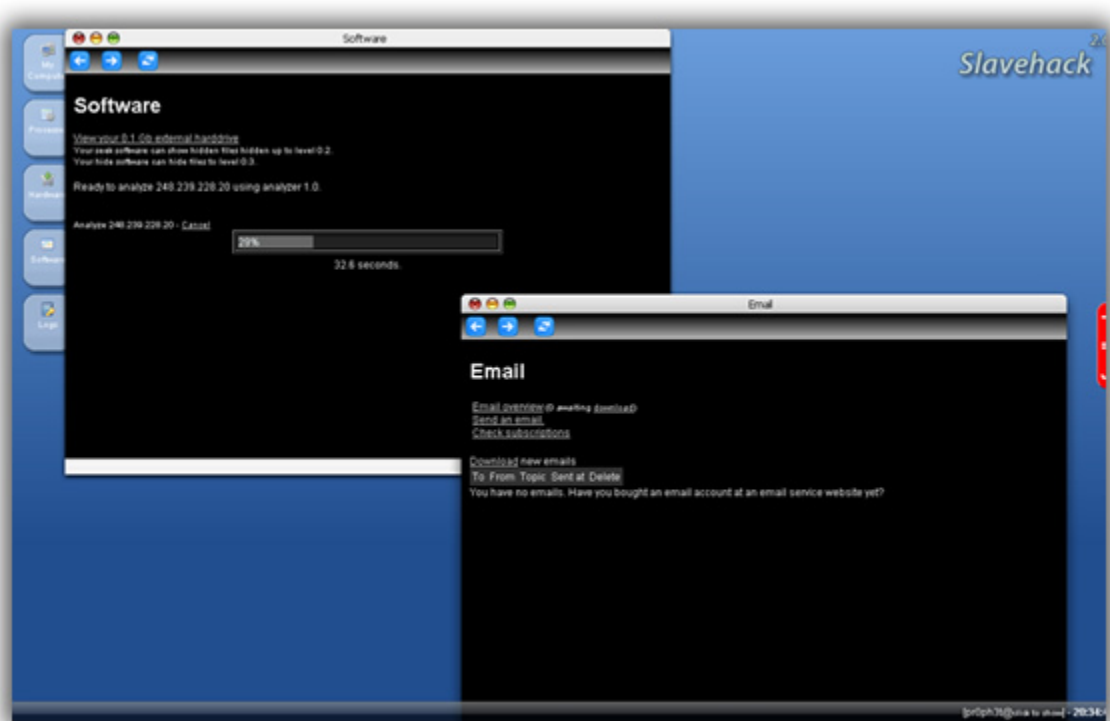
Syrnia

Type of project:	Browserbased RPG game
Short description:	A browser based RPG game, set in a medieval world. Players register&play the game directly in their browser.
Main technologies used	PHP, AJAX, MYSQL
Date launched:	5 March 2005
Link(s):	http://www.Syrnia.com
Statistics:	Total registrations: 309 016 Average users online: +/-600 Active users: +/-3000 Hours played: 10744928 (+/-1243 years)



Slavehack

Type of project:	Browserbased hacking simulation game
Short description:	A browser based hacker game. Players register&play the game directly in their browser. All players control their own virtual PC to hack other players and NPC's. Has reached the frontpage of Digg the week it launched.
Main technologies used	PHP, AJAX, MYSQL
Date launched:	September 2007
Link(s):	http://www.Slavehack.com
Statistics:	Total registrations: 150 482 Active users: +/-1050

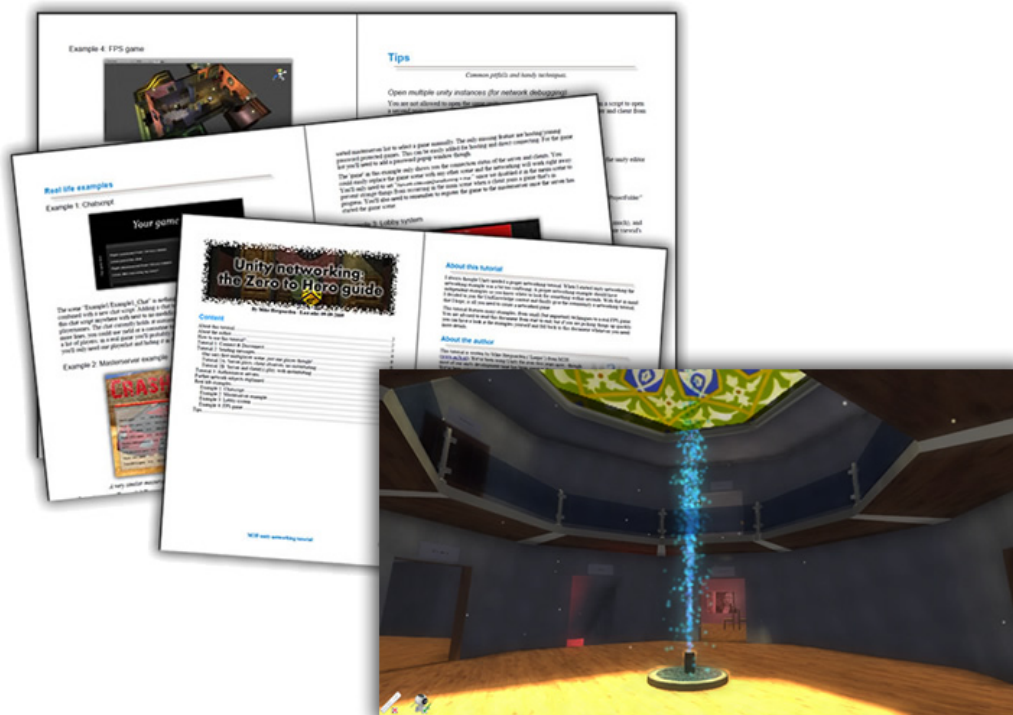


Unity development resources

M2H is active in the Unity game development community. After the launch of Wooglie we've started sharing development resources. Our unity multiplayer tutorial even won first prize in the UniKnowledge contest. This networking tutorial is now the best resource to get started with unity networking.

- Unity networking tutorial
- Domino builder example
- Hardware detection example
- JSON scripts
- LOD scripts
- House of the Future example
 - This example project showcases a virtual 3D house with 11 rooms. Each room has real life multimedia data integrated; Live twitter feeds, live stock data, augmented reality webcam feed etc.
- Mike wrote a bachelor paper about efficient online worlds, and will spent all of the available time in his multimedia master about unity/game related subjects as well. This research has been/will be published to the public.

For all our unity development resources, see: <http://m2h.nl/#Unity%20game%20developer%20resources>



Older (discontinued) project

- <http://www.recordsites.com> - irrelevant
- <http://www.my.M2H.nl> - irrelevant
- **<http://www.RobotRevolutions.com>**
 - Browserbased game (php/mysql).
 - 11 players work together for a full month to kill the invading NPC robots before they attack the last day.
- **<http://www.Warriorfields.com>**
 - Browserbased game (php/mysql).
 - Not inspired by Travian, but a very similar concept; Every player controls a castle on a worldmap. Players can construct/upgrade buildings and train troops to conquer the world.