

Nazara Technologies
case study using Nakama



Background

Nakama, built by Heroic Labs, is an open-source, distributed server designed for realtime and social games to be played across platforms. It includes features such as user accounts, social login, advanced matchmaking, realtime multiplayer, and more. With its unique cluster technology it easily scales for games involving millions of players.

As more studios continue to adopt Nakama as their infrastructure of choice, enhancements are contributed back into the open-source codebase in the form of new features, documentation, pull requests, bug fixes, and more making Nakama the most flexible and democratic infrastructure for games in the industry.

The Customer

Nazara Technologies is a leading games publisher in the Indian and Western markets. With over 100 employees and several independent studios within their portfolio, Nazara is one of the fastest growing games companies in India and is expanding rapidly into western markets.

Case Study

As a publisher, Nazara both builds their own games and publishes many in collaboration with other studios. As Nazara moves into the realtime games market, they required new server infrastructure to power their games and reduce their costs. By standardizing around Nakama, they maintain a consistent infrastructure across studios which allows them to focus on building their games for scale and long-lasting appeal.

This standardised framework shared across their studios reduces their time to market and allows them to implement new features such as in-game chat, guilds, virtual wallet, and realtime multiplayer.

The 3 key components of utilising Nakama for Nazara Games

1. Developing locally and then using the same server in production

By virtue of Nakama being open-source, this allows the teams at Nazara to develop locally on their machines. This offers increased flexibility, more transparency, and less reliance on the

cloud when prototyping and in development. The very same virtual servers they use on their machines can then be switched to the cloud and used for a live game in minutes. This makes debugging any client-side issues incredibly simple and helps them turnaround further updates for their games.

2. Modern gameplay for the 21st century

Players, particularly on mobile, now demand realtime gameplay in their favourite games. In order to continue as a competitive publisher, Nazara required technology that allowed them to make realtime gameplay effortlessly.

By utilising Nakama's native realtime multiplayer features over a UDP socket, players are guaranteed a smooth experience whether it is a hardcore-orientated FPS on mobile, or a more standard PvP battler. This coupled with Nakama's advanced matchmaker makes building leagues, tournaments, and playoffs a simple task in order to increase engagement and monetisation.

The teams at Nazara do not need to require any custom code or create their own implementations around the realtime multiplayer system - they simply add the appropriate client library, in their case they use the Unity game engine, to their engine of choice and immediately begin the integration process.

3. Cloud automation for scaling games

Nazara technologies operates on Heroic Labs' Managed Cloud for ease of scale and operations. The Managed Cloud automatically scales the amount of servers required for their games based on usage, meaning no manual intervention is required.

The Heroic Labs' team acts as their operations teams and ensures uptime guarantees and availability to Nazara's player base. This reduces the requirement for Nazara to have a large internal DevOps team and allows them to focus on their community and live updates, rather than investing time and money into building and maintaining their own bespoke server infrastructure for each game.

Conclusion

Heroic Labs gives Nazara a technological edge when it comes to building modern, cross-platform games. By allowing their teams to focus on what they do best, creating beautiful and entertaining games, they can continue to be market leaders in a growing and changing market. This gives them the ability to expand onto any platform using the same games and server technology, allowing them to go after a larger market share.

With Nakama being platform and engine-agnostic, no matter what shifts occur in the coming years Nazara is prepared to be on the leading edge of games technology through mobile, AR/VR, console, and the next big platform in the games industry.