GAME COMPANIES/DEVELOPMENT IN THE TRIANGLE

Heather Clark and Jarred Humphrey
EPIC GAMES

- First-person shooter games
- Unreal Engine
- Four external studios:
  - People Can Fly (Warsaw, Poland)
  - Chair Entertainment Group (Salt Lake City, Utah)
  - Yingpei Games (Epic Games China - Shanghai)
  - Epic Games Korea
- Headquarters: Cary, NC
- Established in 1991
- Four external studios
HISTORY OF EPIC GAMES

- Pontomac Computer Systems
- ZZT
- Jazz Jackrabbit
- Safari Software
- Epic Classics
PEOPLE CAN FLY

- Founded in 2002
- Painkiller series
- Gears of War (PC)
- Bulletstorm
CHAIR ENTERTAINMENT GROUP

- Founded in 2005
- Infinity Blade (iOS)
- Empire
- Undertow
- Shadow Complex
Unreal Engine 3 in Asia

AAA quality content production

Outsourcing and game development

Support resources for Unreal Engine

Titan Studios
UNREAL ENGINE

- Game Engine developed by Epic
- Used mainly for first-person shooters
- First used in 1998 - Unreal
- Versatile engine - used on many platforms
Based in Durham, NC and Burbank, CA

195 employees

Develops for Sony Playstation

Three franchises

- Spyro the Dragon (PS)
- Ratchet and Clank (PS2 - PS3)
- Resistance (PS3 / PSP)
SPYRO THE DRAGON

- 1998 - 2000
- Timed platformer
- Mascot for Playstation
- 12.1 million sales
- Has been carried on by other developers
RATCHET AND CLANK

- 2002 - present
- Platformer / Third-person shooter
- Game titles (Up Your Arsenal, Quest for Booty, Going Commando)
- 15.6 million sales
- Unusual weapons and gadgets
RESISTANCE

- First-person shooter
- Set in alternate WWI
- 6.5 million sales
FOCUS ON EXOTIC WEAPONRY

- Groovitron
- Suck Cannon
- Rift Inducer
- Bullseye
- Auger
MR. ZURKON

- Small, witty robot companion
- “Why do you hide, stupid aliens? Mr. Zurkon only wishes to kill you.”
- “Are you ready to die? Because Mr. Zurkon is ready to kill.”
- “Silly lizard thingie. Mr. Zurkon only wishes to kill you.”