

City Team Conquest



LA MOSCA

Client: La Mosca
Homepage: www.lamosca.be
Platforms: Nokia, Windows Mobile
Project Initiation: 2007

Absolute Mobile Solutions Ensures La Mosca's First Game Launches Successfully

In 2007, La Mosca, a leading publisher of city games (location-based games) contracted Absolute Mobile Solutions to develop their flagship game, City Team Conquest. The game was originally developed for the Windows Mobile platform and later a Nokia version was added. By engaging Absolute Mobile Solutions, La Mosca was able to ensure that their first game was of high quality and able to reach the market on time and in budget.

About City Team Conquest

Players run a virtual company along with teammates for 1 to 2 days. The team members withdraw virtual money at cash points in the city and use it to buy products. Players then store these products in a virtual storage area and sell them by carrying out tasks. Selling these products generates more money to purchase more products. The game is controlled from a central location in the city. Each team has 2 to 3 players at the central control location where they can monitor the movements and actions of their team members on a computer screen. These "team coordinators" are in continuous phone contact with the players who are moving along the streets as they receive instructions. At random intervals, opportunities appear on the game map. The team coordinators are then responsible for quickly informing the "street players" about the locations where they are able to pick up a promotion or where they can empty a temporary cash point. Unexpected events occur including a thief that makes off with your teams money and needs to be caught in order to recover your funds. A money courier transfers money from the company to the bank and can be held up on streets, which may mean that a street player may lose all of their money and promotions.

City Team Conquest is a fun team-oriented game that takes advantage of the best features of location based gaming.

