KAH LAB.

FRONTLINES

Young men die for old men's wars

Frontlines is a mobile musket war MMO where players command their troops in head-to-head realtime battles to claim territory on a global map.

Manage your injured troops, choose who to save, or risk your own life to send a soldier home from the frontlines.

Art and Design

The game is rendered in a beautiful painterly style with distinct colour pallets for the opposing teams. The style itself is inspired by the art and design of the late 1800s.

The units are compiled from sets of components that are easily expandable and give great flexibility and a large range of possible character combinations.

Technology

Frontlines has had it's gameplay and technology designed and developed from the ground up to support real-time multiplayer on mobile devices, on mobile networks. Its real achievement is that it can handle & hide the quirks and restraints current mobile networks face so player's feel like they're playing face to face, without lag.

It also features a simple & robust backend capable of handling both global async gameplay and realtime gameplay between two players seamlessly - and is able to be scaled up to thousands, or hundreds of thousands of players.

Development Progress

We have implemented a large number of the planned features including realtime head-to-head mobile networked combat and having players compete for territory on one shared global map. The art is near final and the bulk of the assets have been created. We do not have an animator on our team currently, so the game is lacking complex animations. Sadly, the project has fallen behind schedule due to many factors, team size and availability being the most prominent, so we are currently iterating on the gameplay to bring it up to the standard of the rest of the game.

We plan to release Frontlines in January of 2016 on Android. For most of the team it will be our first release. We are very proud of what we have achieved and have learnt a great deal from this project and we're looking forward to applying our new knowledge to the next project.

Monetization

The game will use a donation based system, where if certain donation thresholds were met, players would have their name or their likeness added to the name generator and the unit generator. Also, some portion of the income generated would go to relevant charity, for instance a veteran's charity or a group supporting children orphaned by war.

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