



Corporate Capabilities Statement

Dragonfly Game Design, LLC is a company specializing in the design, development, and application of interactive entertainment and information technologies.

Dragonfly Game Design's experience in the casual and training software markets has led to the development of refined usability and accessibility standards in the company's products and designs.

The company's ability to quickly and effectively master unfamiliar technology and its proficiency in industry standard languages and tools, have enabled it to serve as a contract developer on a range of small and large scale projects.

Core Competencies

- Mastering unfamiliar code bases in all phases of development
- Managing projects with geographically diverse teams
- Creating simple, intuitive control schemes for unsophisticated users
- Applying general software engineering best practices
- Designing and developing 2D and 3D frameworks

Technical Competencies

- **Languages:** C, C++, C#, Java
- **Scripting Languages:** Lua, UnrealScript, TorqueScript
- **Web Technology:** PHP, ColdFusion, JavaScript, AJAX, CSS, HTML, XML
- **SCM Systems:** CVS, SVN, Perforce, VSS
- **Development Environments:** VS 6.0, VS .NET, CodeWarrior
- **Engines:** Unreal Engine 3, Unreal Engine 2, Torque Game Engine (TGE), Torque Game Builder (TGB), Various proprietary engines
- **SDK/API:** DirectX, OpenGL, OpenAL
- **Platforms:** PC, (Contact Directly for Full Disclosure)



Key Customers

- Backbone Entertainment (A division of Foundation 9 Entertainment)
- Demiurge Studios
- CogniToy
- Defense Acquisition University (DAU)
- The Government Accountability Office (GAO)
- Reflexive Entertainment

Project Portfolio

Dragonfly Game Design currently has a selection of contracts in various stages of development. Our projects include:

Government Projects

JRATS MindRover Upgrade

Dragonfly Game Design was responsible for developing a network layer for multi user scenarios, integrating outside functionality into the core application, and crafting user workflow for the JRATS MindRover training program.

GAO National Budget Simulation Prototype

Dragonfly Game Design, along with Persuasive Games and DigitalMill, is responsible for designing and implementing a prototype of a national budget simulation. This simulation is intended to inform current and future voters on national budget issues, and their future impact.

Commercial Projects

Hasbro Game Collections (3 packs, 10 games)

Dragonfly Game Design was responsible for developing three collections of games for Backbone Entertainment and Hasbro for the PC. These game collections involved the implementation of a multi-user network layer in addition to traditional gameplay for all 10 games. Two of the three packs are currently available in major retailers.



Playhouse Disney Preschool Time Online (PC)

Dragonfly Game Design was responsible for early system architecture and the development of a series of lesson plans for Playhouse Disney Preschool Time Online. The technology that Dragonfly created is still in use in the second version of the software, and is slated for future use in future projects.

Charlie and the Chocolate Factory (PC)

Dragonfly Game Design was tasked to managing the development of the “Inventing Room” in this widely distributed title. This included the development of a path finding library that was later extended for use in other areas of the game.

Q’Bicles

Dragonfly Game Design was responsible for the complete design, development, and distribution of Q’Bicles, a casual logic puzzle game. Q’Bicles has received recognition for its production quality and innovation in the casual games space, and continues to receive recognition for its excellence.

Dark Horizons: Lore (Mac/Linux)

Dragonfly Game Design was responsible for migrating Dark Horizons: Lore from Windows to OS X and Linux. Dragonfly was selected for its expertise in the Torque Game Engine on OS X and Linux.

Other Development

Unreal Engine Contract Development

Demiurge Studios has contracted Dragonfly Game Design on a number of occasions to fill in on Unreal Engine 2 and 3 projects. Dragonfly’s involvement on these projects has covered everything from gameplay code to core camera code.