



TableFlip

STUDIO PRESENTATION

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TABLEFLIP

IN BRIEF

Founded January	2011
Military Simulation Försvarshögskolan P18 Regemente	2012
City planning simulation	2012
Legends of Aethereus	2013
Svenskaspel Swedish National Government Hill Marketing Donyalabs Simplygon	2014
Code Red-I PBR Investments bSpot	2015
Listed on NGM Stock Market in September	2016
ENDEAVOR PBR 8 to Glory	2018
Offensive Combat	2019
Atari Asteroids	2019
Project Blue Book History Channel	2020
Tivola & gameXcite acquisitions Diverse Group Structure	2020
Tivola – Several portfolio ports to console platforms	2021
Jumpgate Group AB & Tableflip Entertainment Game Studio Visby	current



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PRESENTATION OF TABLEFLIP

PROJECTS

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BATTLE CASTLES



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WILDSHADE: UNICORN CHAMPIONS



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ANIMAL HOSPITAL



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ASTERIX & OBELIX HEROES



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BUSTER'S JOURNEY



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ATARI ASTEROIDS MOBILE GAME



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PROJECT BLUE BOOK



PROJECT BLUE BOOK THE GAME



A+E
STUDIOS



PROJECT BLUE BOOK HIDDEN MYSTERIES



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8 TO GLORY – OFFICIAL GAME OF THE PBR

8
TO GLORY
OFFICIAL GAME OF THE
PBR

PS4 XBOX ONE

8
TO GLORY
OFFICIAL GAME OF THE
PBR

8
TO GLORY
OFFICIAL GAME OF THE
PBR

**AVAILABLE ON
PLAYSTATION 4 AND XBOX ONE**

25 PBR THQ NORDIC

PS4 XBOX ONE

8
TO GLORY
OFFICIAL GAME OF THE
PBR

THQ NORDIC

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OFFENSIVE COMBAT: REDUX



**OFFENSIVE
COMBAT**
REDUX!



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JIANGSU SWAT SIMULATION

- Virtual Reality feature option
- Large scale mapping of real world focused on subway systems and stations
- Realistic simulation training system



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LEGENDS OF AETHEREUS



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ENGINEERING TEAM SKILLS

All engineers at Tableflip have at least a bachelor's degree in game programming, or computer science. The leads and seniors have an average of well over 10 years of coding within the games industry.

- VR Programming
- Motion Capture
- AI Programming
- Asset delivery to deployed games (Custom ads)
- AWS Lambda
- AWS Server Distribution/Deployment
- Build Automation (Jenkins)
- C++, C#, Javascript, Python
- Cross-Platform
- Expert debugging and code proofing
- Expert Unity3D Knowledge
- Facebook API
- Gameplay Programming
- LiveOps
- Multi-threading
- OpenGL
- Playfab
- QA
- Realtime Multiplayer
- Server/Backend Programming
- Tools Programming
- UI/UX Programming
- Unreal Engine
- Visual Effects Programming
- Steam SDK
- Game deployment on Linux and Mac
- Azur and AWS backend
- PS4 and PS5
- Xbox One and Xbox series
- Nintendo Switch
- Shader coding and optimize for different platform
- WebGL builds and deployment
- Cloud deployment of content

TABLEFLIP

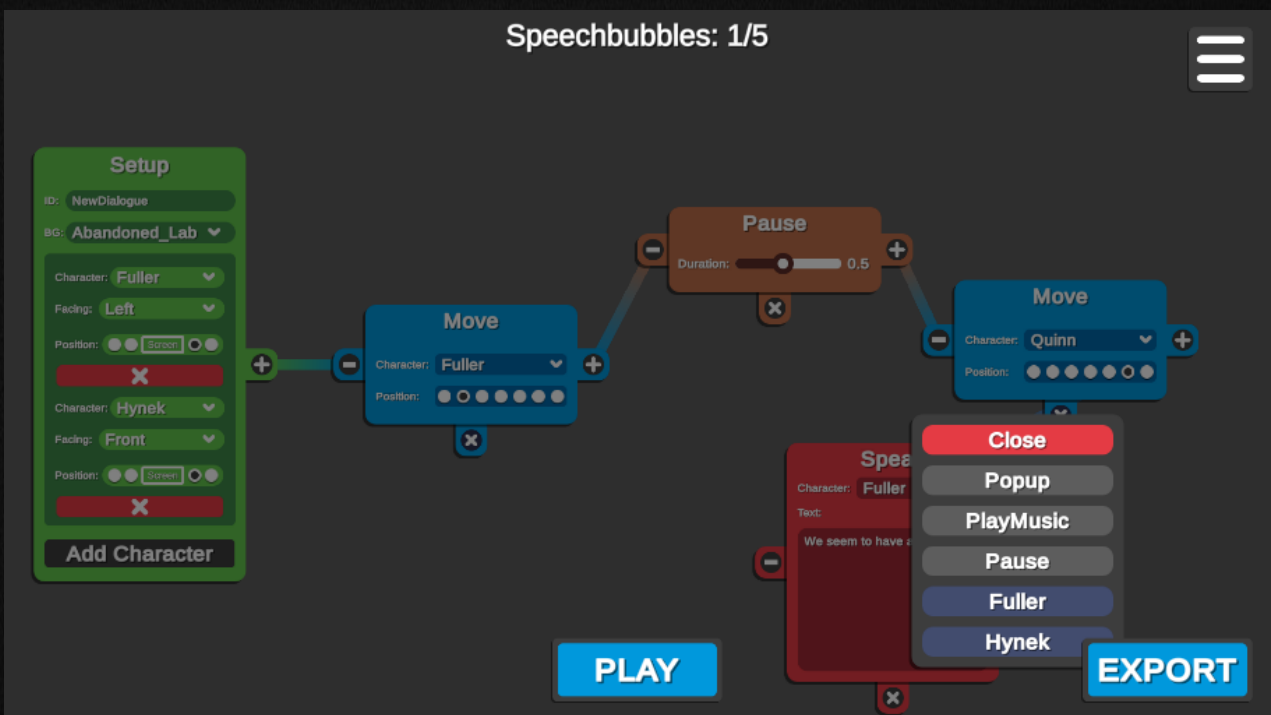
A SELECTION OF CUSTOM GAME TOOLS

- Officer Communication Interface - P18 Regimente
- City Building Block Socket System - Jiangsu Province Police
- Graphic interface for 3D optimization testing - Simplygon
- Procedural map builder and block placement system - Aethereus
- AI logic & enemy builder graphic interface - Aethereus
- Crafting System x millions of combinations - Athereus
- Science Park builder simulation system - Suzhou Science Park
- Platformer easy builder dev tool – Code Red-i
- Graphic Interface demo and testing of 3D optimization - Simplygon
- Volumetric water system for river builder - Mainstream Fishing
- Space racing map builder system – Atari Asteroids Star Pilot
- Dialog system for narrative tool – nontechnical narrative design – Project Blue Book
- Graphic interfaced puppet animation system for narrative design – Project Blue Book
- 3D hidden object scene builder - Tivola

ENGINEERING EXAMPLE PROJECTS

PROJECT BLUE BOOK: THE GAME

- Extensive tools for storytelling
- Robust game architecture designed for rapid changes in NUE



ENGINEERING EXAMPLE PROJECTS

LEGENDS OF AETHEREUS

- Combat AI with melee combat
- Custom volumetric lightning and atmospheric solution
- Large world in Unity3D, very uncommon early in Unity3D history



ENGINEERING EXAMPLE PROJECTS

SIMPLYGON TECHNOLOGY DEMO

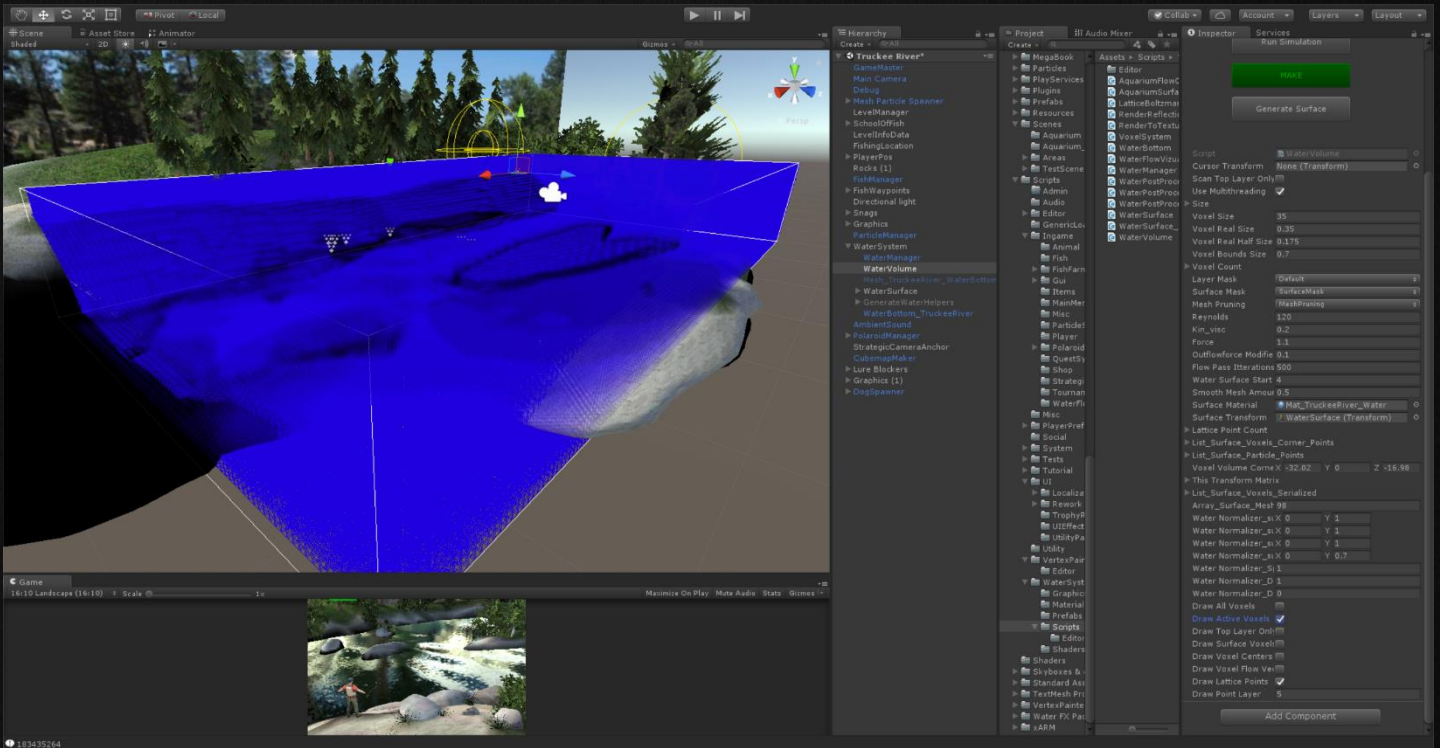
- Advanced water rendering for mobile



ENGINEERING EXAMPLE PROJECTS

MAINSTREAM FISHING

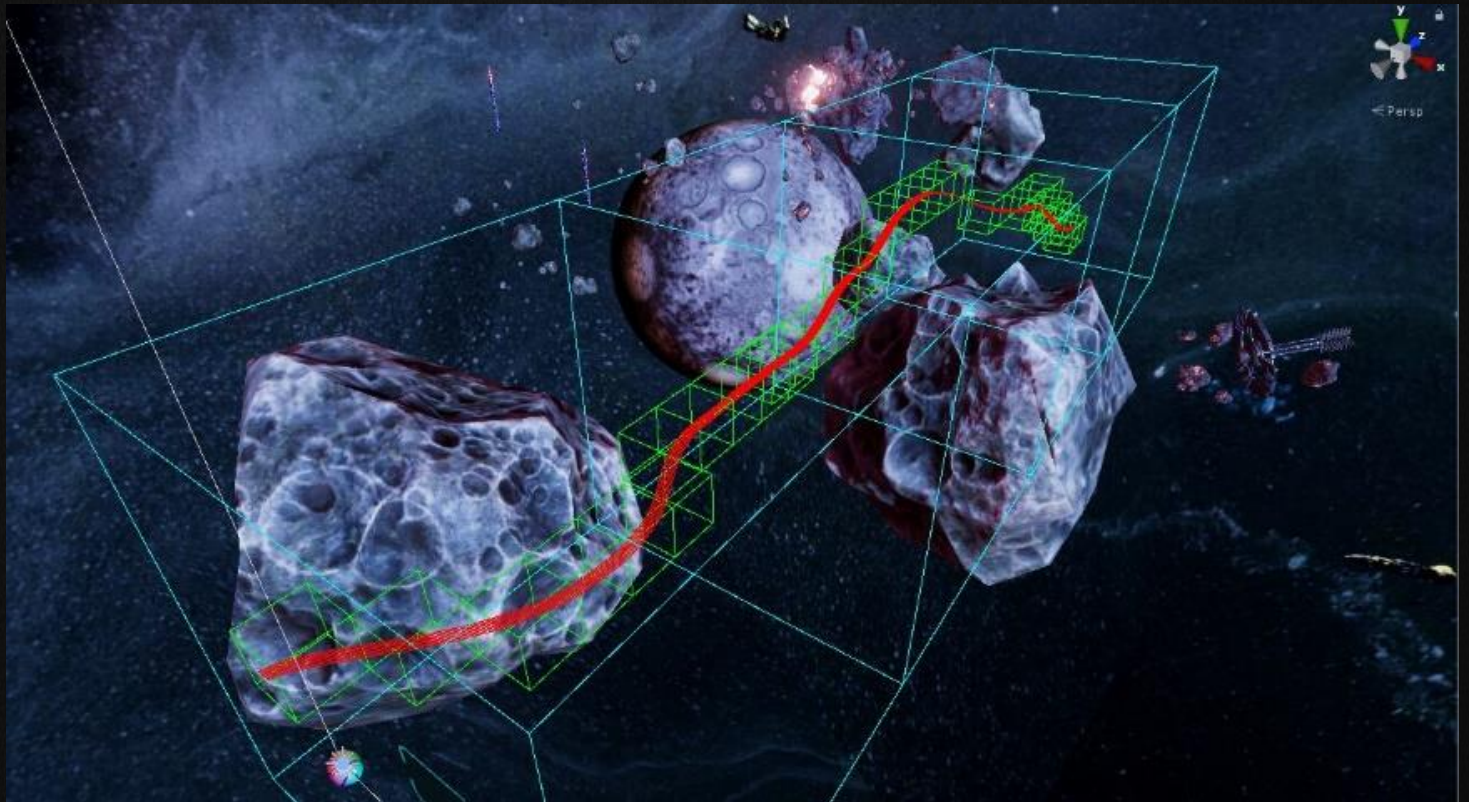
- Realistic 3D water flow simulation
- Extensive toolchain for level design
- High volume AI navigation and rendering for mobile



ENGINEERING EXAMPLE PROJECTS

ATARI ASTEROIDS MOBILE GAME

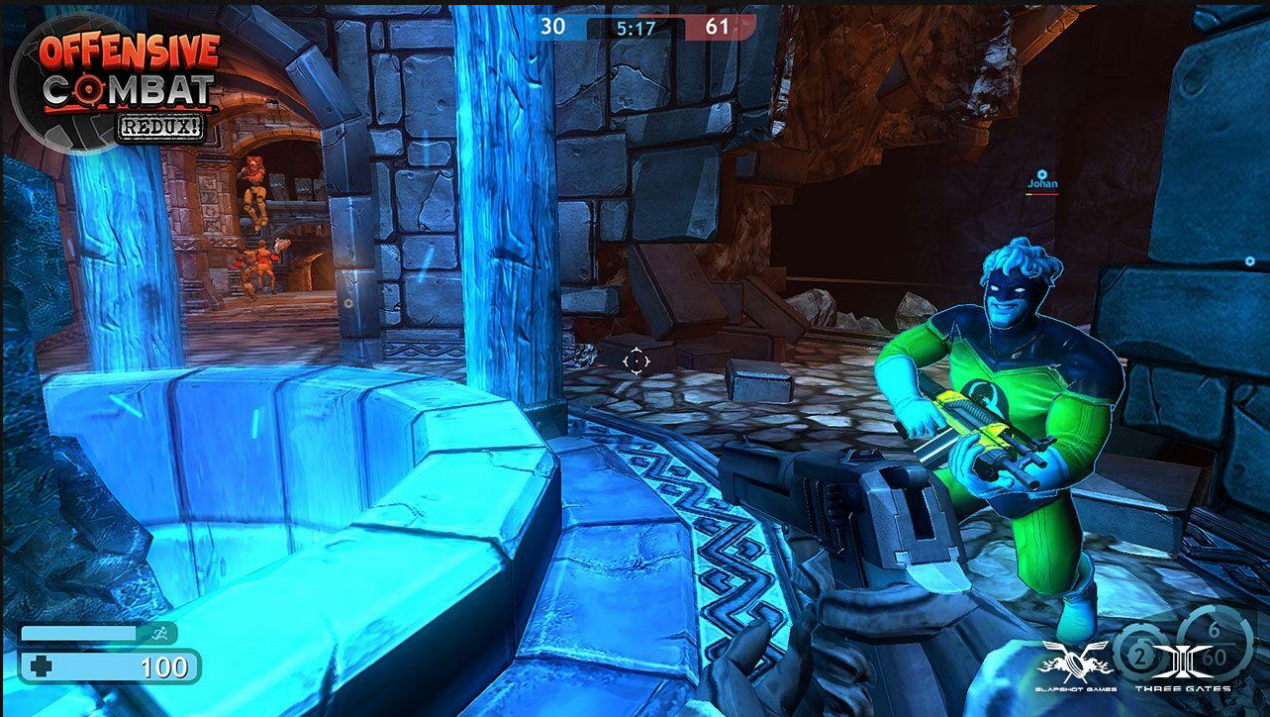
- Custom level designing tools
- Believable AI emulating player behaviour
- Extensive custom use and exploitation of the rendering engine



ENGINEERING EXAMPLE PROJECTS

OFFENSIVE COMBAT: REDUX

- Facebook web game to PC Steam port
- Single player adaption of multiplayer game



ENGINEERING EXAMPLE PROJECTS

8 TO GLORY – OFFICIAL GAME OF THE PBR

- Multiple platforms in same project
- High production quality and code stability
- Dev kit and submission process experience
- Received a Sony achievement for first time clean product build submission



TABLEFLIP

ENGINEERING PLATFORMS

Xbox one & Xbox Series

PlayStation 4 & PlayStation 5

Received a Sony achievement for first time clean product build submission

Pc (Windows and Linux)

Android

IOS

Steam

Facebook

Amazon

Nintendo Switch

WebGL deployment

Steam deck

3D & LEVEL DESIGN

TEAM SKILLS

Tableflip Entertainment has 15+ years working with game graphics from lowpoly to Zbrush, photogrammetry & PBR workflows, animation, motion capture.

A level design history of designing and building levels for several genres from FPS to large scale city-sized projects.

The 3D Graphics Team has 20+ years CG production background, including production for games and film including animated shorts, commercials, game cut scenes and a variety of other platforms.

TEAM SKILLS

- In-house 3D Asset Production
- Modelling High-res
- Optimized In-game Models /Lowpoly
- Photo Scanning
- Scan Data Processing
- Texturing
- PBR Workflow
- Rigging
- Animation
- Photogrammetry
- Video Editing
- Custom Shaders

MOST COMMON USED TOOLS

- Zbrush
- 3D Studio Max
- V Ray
- Substance Painter
- Quixel
- Blender
- Maya

3D & LEVEL DESIGN

3D MODELING



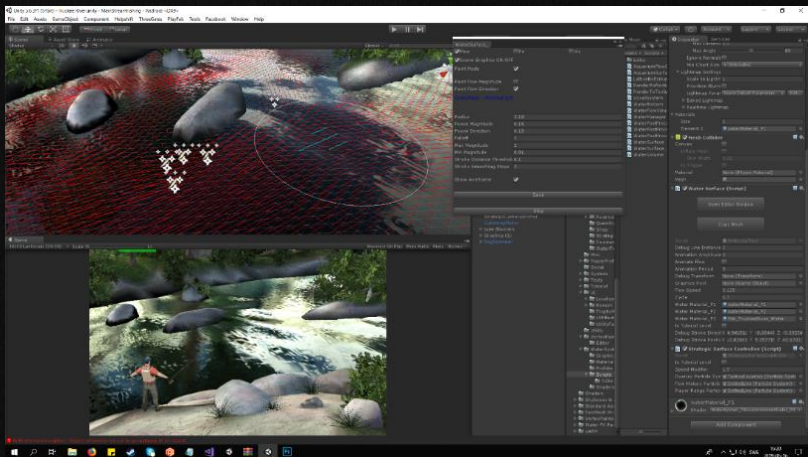
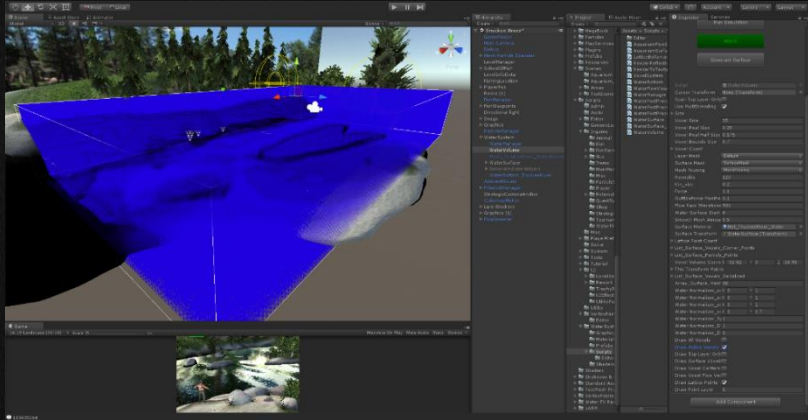
3D & LEVEL DESIGN

3D MODELING



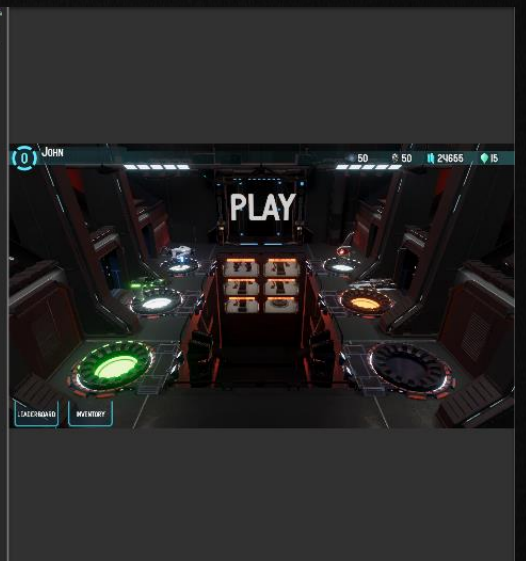
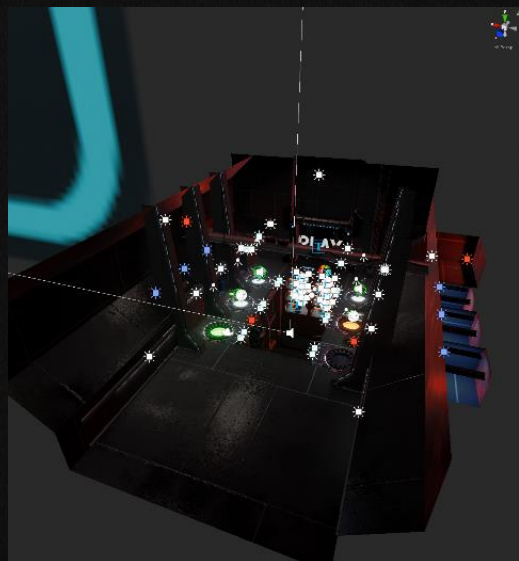
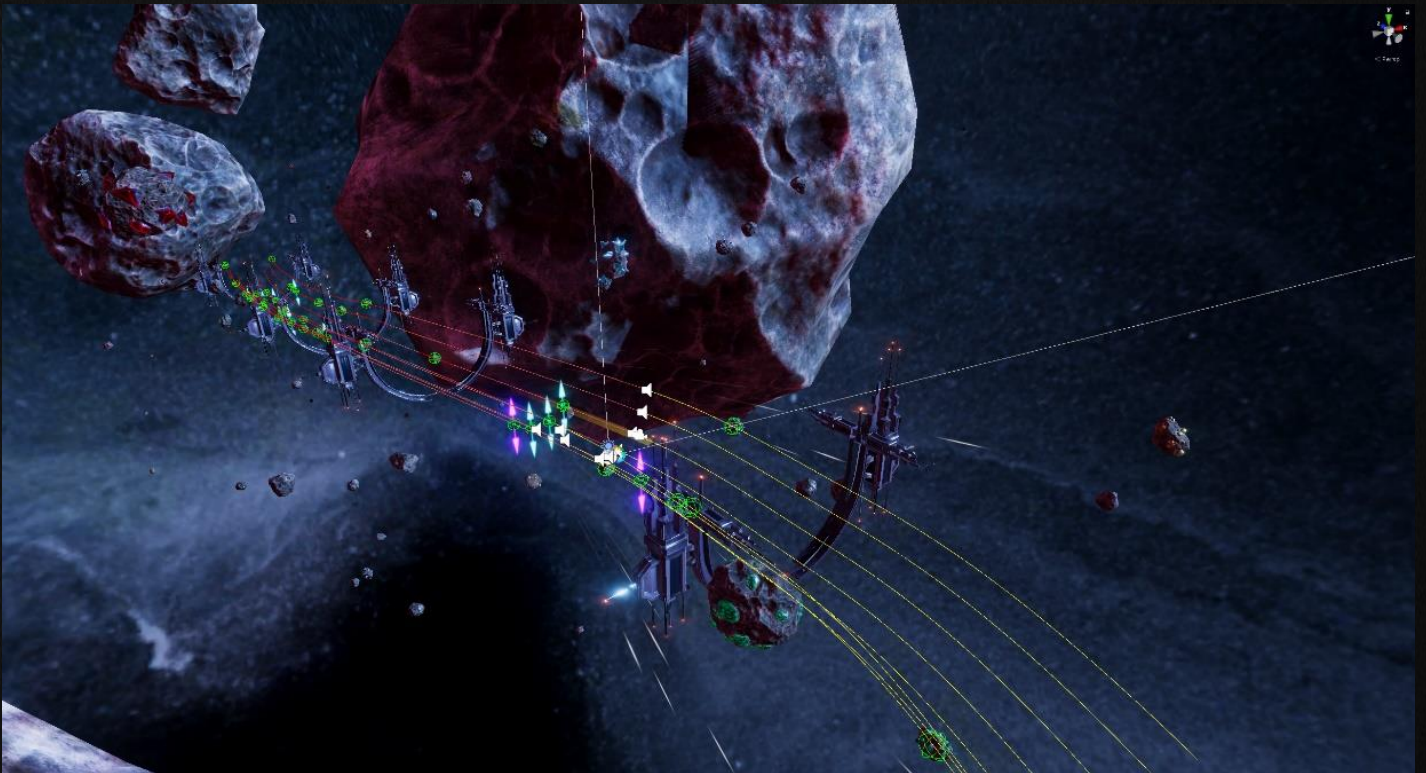
3D & LEVEL DESIGN

CUSTOM VOLUMETRIC WATER SYSTEM



3D & LEVEL DESIGN

CUSTOM TRACK BUILDING LEVEL DESIGN SYSTEM



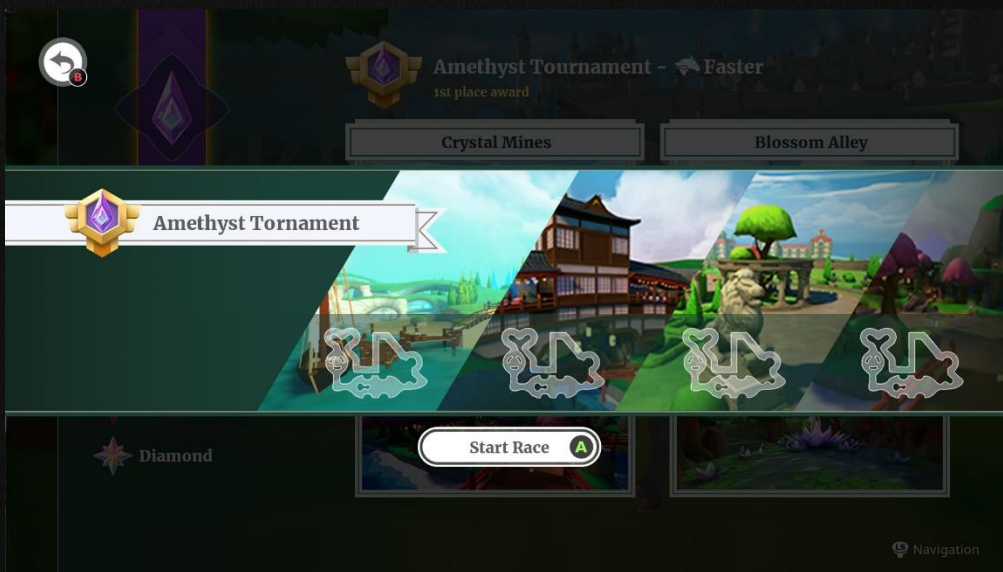
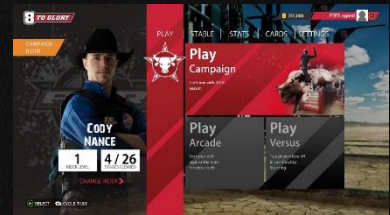
2D

GUI & UX-DESIGN



2D

GUI & UX-DESIGN



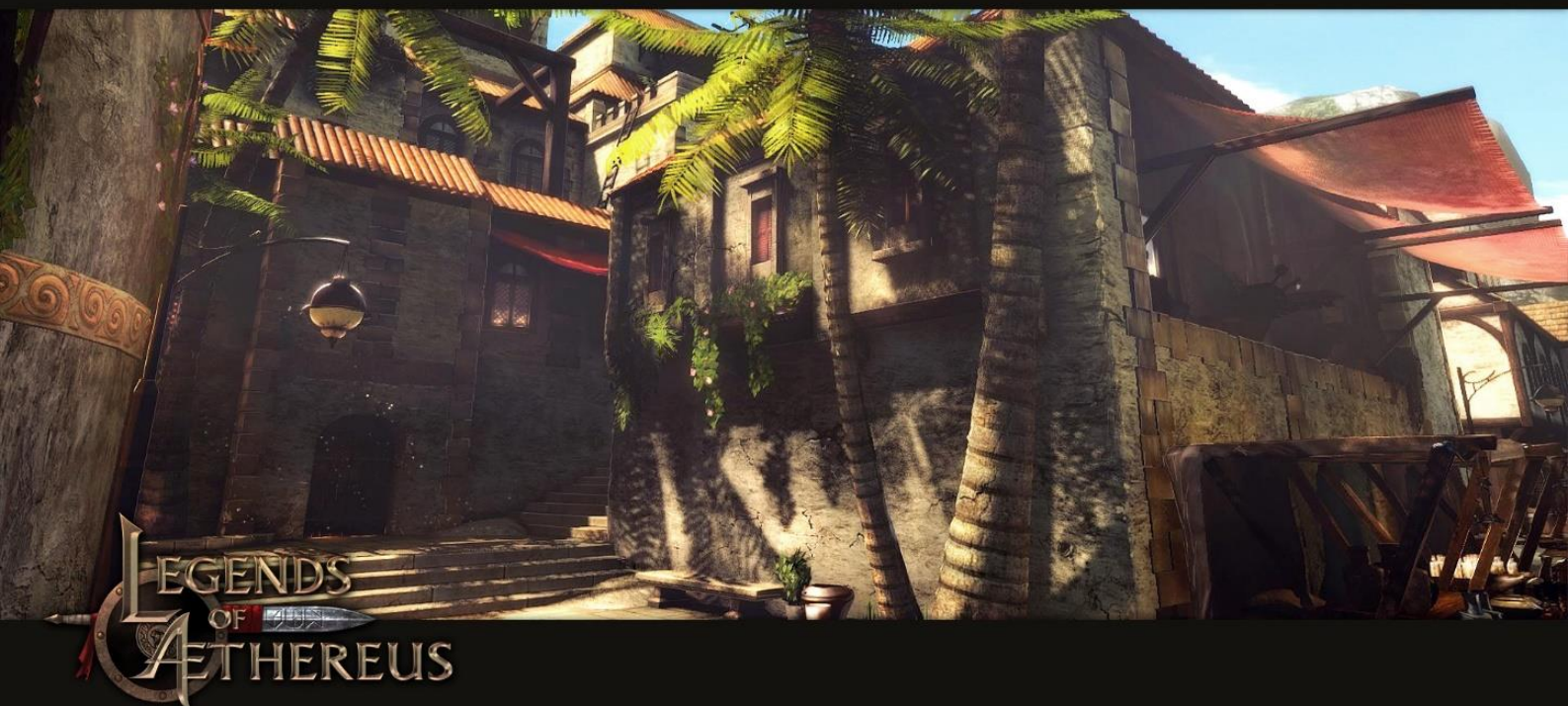
2D

PROPS & CHARACTERS



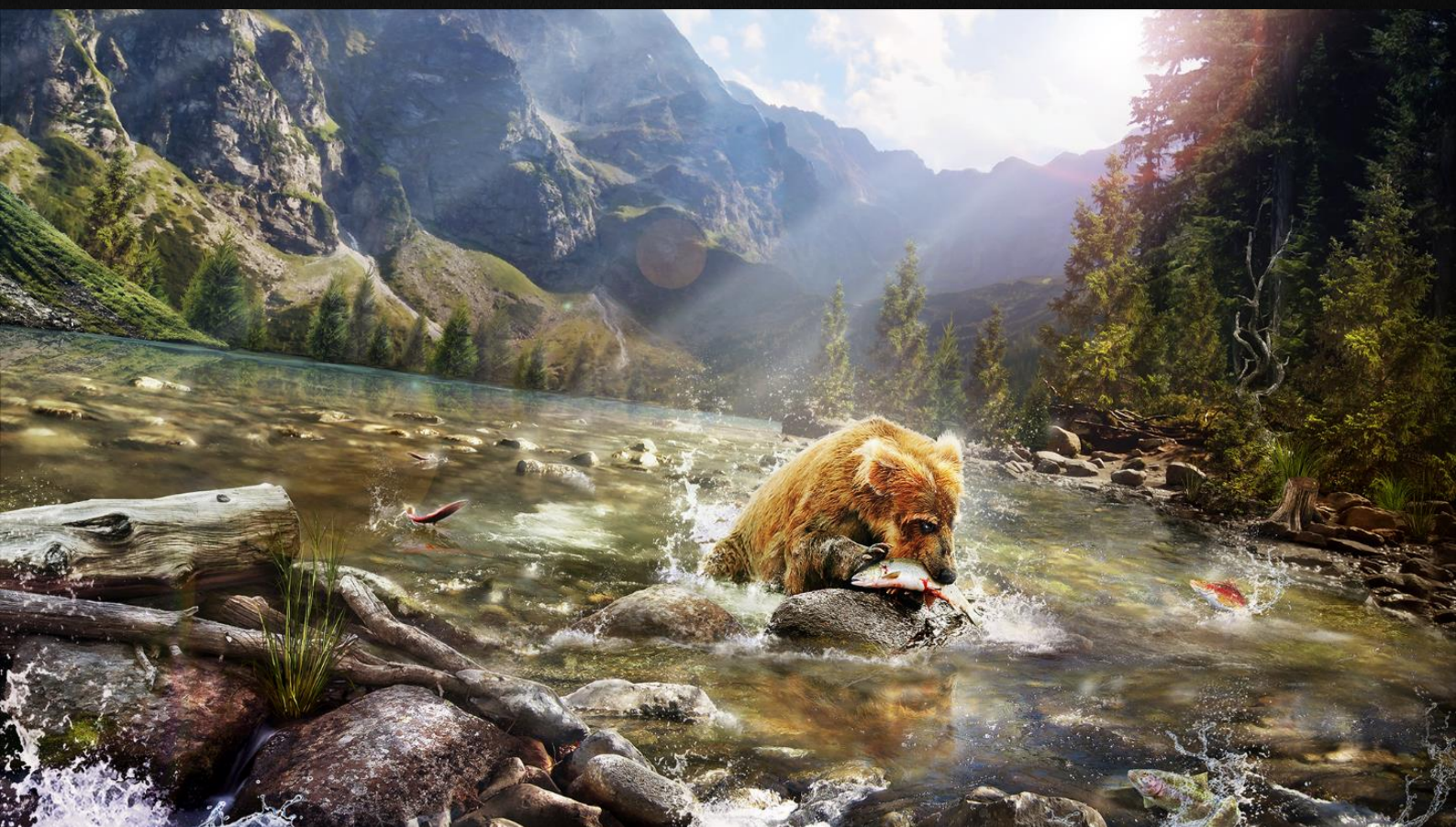
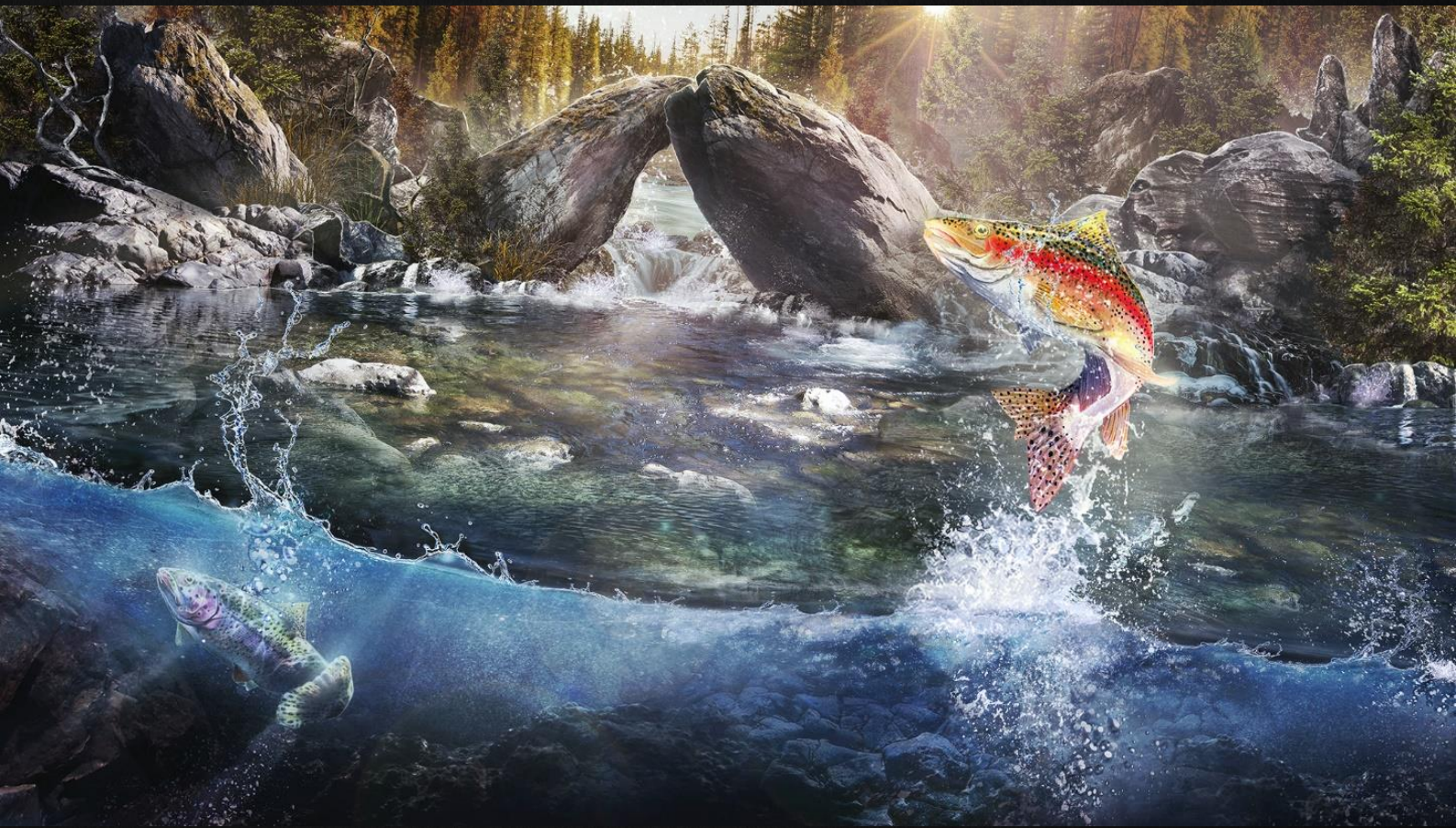
2D

SPLASH SCREENS



2D

SPLASH SCREENS



2D

SPLASH SCREENS



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PRODUCTION MANAGEMENT & EXTERNAL STAKEHOLDER COMMUNICATION

PRODUCTION MANAGEMENT

Currently we utilize our own Excel based task tracking system and Trello for bug tracking. We work with SnoopGame, Global Step for external testing and we utilize Jira and Trello in that process. We have experience with several different production management tools and can adapt to preferred system of the client.

SLACK

The company uses Slack and or MS Teams for most of its internal communication and often with external project stakeholders for communication.

PRODUCTION TOOLS

- Trello
- Plastic
- GitHub
- Perforce/Helix
- Jira, Confluence, Bitbucket
- Handsoft
- Internal FTP
- Custom Excel Worksheets
- Google Drive
- Zoom
- MS Teams, SharePoint

TABLEFLIP

WORK FOR HIRE BENEFITS

EXPERIENCE

Several Team leads with over 15 years of game development experience

SCALABILITY

Internship program, and access to two universities with over 600 Students allows us to scale quickly

TRANSPARENCY

Open channel to our partners with full project disclosure

CONTACT INFO



TableFlip

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