

Online Games



Production Line

Online games hold a significant place in our company activity. Modern technologies enable us to develop games with great multimedia content. Shockwave, Flash and Java technologies, which allow high quality bitmap and vector graphics along with the streaming audio and video for distribution on the Internet gave the foundation for developing online games of a new generation. New online games have the same facility as the CD Games; and realistic 3-D graphics – plane riding and car racing – is now available online.

The entire diversity of online games is subdivided into the following categories:

- Arcade
- Sport
- Multiplayer
- Board
- Puzzle
- Christmas
- Special Occasions
- Learning

Shopping

The player can see the list of things which he must buy in the right-hand upper corner of the screen. There is also a vending machine with products and a slit for coins, which the player can take from the field. If the player clicks on one of the offered things, he sees its price. If the player puts enough money in the slit, there appears a tick near the name of the thing he bought in the list of purchases. If the player pays too much money, he has to activate the product and pay for it again. The player wins in case he bought everything he needed and in a short period of time.



Technical Details:

- Type: Shockwave
- File Size (kb): 1470
- Game Screen (pxls): 550/400
- Colour Depth (bit): 16
- Sound: yes
- Highscore function: no