GAMELOFT

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Let's Golf3

Let's Golf 3

- **Release date: August 4th, 2011**

- **Genre: Freemium Sports, Golf**

- **Target: Males and females, ages 15-40, golf and sports fans**

- **Positioning: For the first time, Let's Golf arrives as a Freemium, driving arcade golf to new heights of fun and accessibility with lots of fun social features.**

Let's Golf3 – Key Features

- **6 environments** beautifully created in 3D:
  Fidji, China, Egypt, Ireland, Outter Space and Under the sea.

- **Extensive Customization : choose your look, clubs and skills.**
- **Multiplayer mode: Online, Local, Bluetooth and Hot Seat.**
  Plus Online   leaderboards on Gameloft Live and Facebook Connect.
- **Game modes: Stroke play, Match play**

- **3 Mini-Games: Catch the Stars,**
  Target Range and Putting Master.
- **Freemium model. Unlock the game by**
  collecting XP and coins, or buying cash.

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Let's Golf 변천사
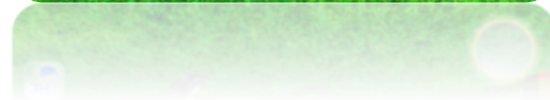
	Let's 3 Golf	Let's 2 Golf	Let's Golf
Characters	Infinite: You create your own avatar+ Brand new Charaters Design	8	4
Environments	6 with very innovative ones: Outer Space and Under the sea	6	4
Holes	108	108	64
Super Powers	Yes	Yes	No
Multiplayer	Online or Local Wi-Fi, Bluetooth Facebook Connect	Data	Data
Challenges	Yes	Yes	No

Let's Golf – A Success Story

- One of Gameloft's most downloaded paid game on the iPhone and iPod touch with nearly 2 million games.
- Ports to the Sony PSP and Nintendo DSi have increased the awareness of the brand even if they have not proven to be successful so far
- Available for Free:

  You start at Level 1, with 1.000 Coins, 5 Cash, and 3 Energy Points.

  Both the single and multiplayer modes are available

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Real Football(Soccer)

Real football(Soccer)

- Genre: Sports, Football
- Target: Gamer, male, 15-35, football fans
- Positioning: The revolution in football gaming on mobile. Join the largest community of players and go beyond the game thanks to the new editor and its endless creation possibilities

Real football(Soccer) – Key Features

▪ This is your game. A new content editor will allow players creating and sharing tons of content for the ultimate football experience:

- Players, jerseys and teams editor

- Create your own scenarios and share them with the community

- Championships and leagues editor

- Music for celebrations or when your team is entering the field

Asphalt 7 / 8

Asphalt 7

- GENRE: Arcade racing

- TARGET: Male gamers 15-35 + console racing game fans and dream car amateurs

- POSITIONING: The arcade racing blockbuster Asphalt is back with polished graphics and a refined multiplayer experience!

Asphalt 7– Key Features

- The most successful Gameloft brand is back.
- Asphalt is a flagship title which has been used in Apple's keynotes and billboard campaigns.
- All the values that made the brand so appealing.
- 60 cars from prestigious manufacturers (Audi, Lamborghini…)
- 15 tracks inspired from real cities.
- Arcade racing at its finest: crashes, jumps, shortcuts and nitro for thrilling races.
- High production values with new graphics taking the most of new platforms.
- Online/Local multiplayer.
- New challenges and custom options.
- Share your achievements with your friends.
- Permanent challenge thanks to the new Asphalt tracker and the Facebook / Gameloft Live connect
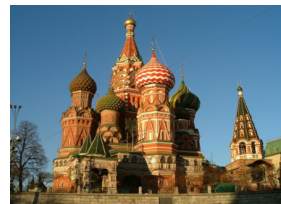
Asphalt 7– Key Features

Nassau

Chamonix

Havana

New Orleans

Moscow

Angeles

Reykjavik

Tokyo

New York

Shangai

Miami

Rio

London

Paris

Hawaii

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Asphalt 6 VS Asphalt 7

	Asphalt 6	Asphalt 7
Vehicles	42	60
Real tuning brands	Yes	Yes
Tracks	12	15
3D menus	Yes	Yes
Multiplayer mode	Online/Local up to 6	Online/Local up to 6 and multiplayer events in the carrer mode
Asphalt tracker	No	Yes (Facebook & GL live)
Number of polygons	1400/1800	2500/2800
Garage	3D presentation	2D + 3D presentation

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Specificities

- **Tizen** provides application development tools based on the **JavaScript** libraries **jQuery** and **jQuery Mobile**.

- **Since version 2.0, native application framework is also available, based on Open Services Platform from Bada.**

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Porting a project on Tizen platform from Android

- Android and Tizen are pretty different platforms, so the amount of work needed to adapt an Android source to the Tizen OS is considerable.

- The main difficulty when porting a game from Android is the Java code conversion and compilation in C++

- Once the code conversion and compilation is done in C++, the process to follow is:

- Create workspace for the project

- Import sources

- Add all dependency libraries (installer, in-app purchase…)

- Fix the errors until the project is entirely compilable

Examples of integration
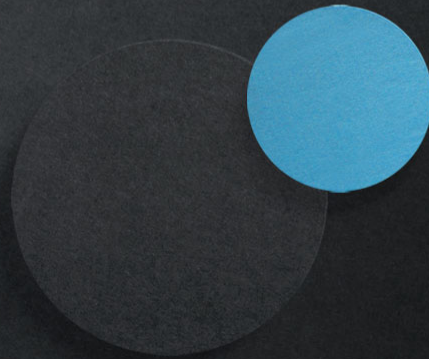
Example of integration of Keypad

```cpp
class GlesCube
        : .....
        , public Tizen::Ui::IKeypadEventListener
#endif
{
.....
public:
        //IKeypadEventListener
        void OnKeypadActionPerformed(Tizen::Ui::Control& source, Tizen::Ui::KeypadAction keypadAction);
        void OnKeypadWillOpen(Tizen::Ui::Control& source);
        void OnKeypadOpened(Tizen::Ui::Control& source);
        void OnKeypadClosed(Tizen::Ui::Control &source);

        void ShowKeypad(bool show, const char* string = 0, int maxlength = 0);
        void GetInputText(char* initedBuffer);

private:
        Tizen::Ui::Controls::EditField* __pEditField;
};
```

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Example of integration of show/hide Keypad event

```
String s_InputText = null;
int s_MaxLenght = 0;
void
GlesCube::ShowKeypad(bool show, const char* string, int maxlength)
{
        if(!__pEditField)
        {
                // Creates an instance of EditField
                __pEditField = new EditField();
                __pEditField->Construct(Rectangle(200, 200, s_windowWidth - 400 , 100),
                                                       EDIT_FIELD_STYLE_NORMAL_SMALL,
                                                       INPUT_STYLE_OVERLAY,
                                                       EDIT_FIELD_TITLE_STYLE_NONE);
                __pEditField->AddTextEventListener(*this);

                 //Adds the edit field to the Form
                __pForm->AddControl(*__pEditField);
                __pEditField->AddKeyEventListener(*this);
                __pEditField->SetKeypadActionEnabled(true);
                __pEditField->SetKeypadEnabled(true);
                __pEditField->SetKeypadAction(KEYPAD_ACTION_DONE);
                __pEditField->AddKeypadEventListener(*this);
        }
```

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Example of getting the input text in Tizen

```cpp
void GlesCube::GetInputText(char* initedBuffer)
{
        if(s_InputText != null)
        {
                ByteBuffer* pBuf = Tizen::Base::Utility::StringUtil::StringToUtf8N(s_InputText);
                const char* pCh = (const char*) pBuf->GetPointer();
                strncpy(initedBuffer, pCh, s_MaxLenght);
                initedBuffer[s_MaxLenght] = '\0';
                LOGI("GlesCube::GetInputText: %s", initedBuffer);
        }
        s_InputText = null;
        s_MaxLenght = 0;
}
```

```
if(show)
{
        s_MaxLenght = maxlength;
        String text(string);
        __pEditField->SetText(text);
        __pEditField->SetShowState(true);
        __pEditField->Show();
        __pEditField->ShowKeypad();
}
else
{
        s_InputText = __pEditField->GetText();
        __pEditField->HideKeypad();
        __pEditField->SetShowState(false);
        __pEditField->Show();
}
}
```

Override ITextEventListener interface

```
void GlesCube::OnKeypadActionPerformed(Tizen::Ui::Control& source, Tizen::Ui::KeypadAction keypadAction)
{
    // Hide keypad when the action button is clicked
    if (keypadAction == KEYPAD_ACTION_DONE)
    {
        __pEditField->HideKeypad();
    }
}

void GlesCube::OnKeypadWillOpen(Tizen::Ui::Control& source)
{
}

void GlesCube::OnKeypadOpened(Tizen::Ui::Control& source)
{
}

void GlesCube::OnKeypadClosed(Tizen::Ui::Control &source)
{
}
```

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