INT.

Circus Master Revenge

#DigitalSuccess Stories

Empowering the visually impaired community by building mobile compatible video game, a one of its kind

MVG is a pioneer in the gaming industry. The CEO Joe's first brush with online video games came when he downloaded Audio Defense. Unfortunately, not a lot of developer companies are working on games for the handicapped.

An epic non-graphic binaural battle of circus freaks. This is one of its kind applications designed to special community. It went on to be recognized for prestigious [AppleVis Golden Apples of 2019.](#)

Client Speaks

Joe is a special founder who believed on us without even seeing us even once. He was interviewed by a YouTuber.
Here is the link-
https://www.youtube.com/watch?reload=9&v=VOcH-W4ouDc

Joe Quirck

Founder, Mental Vision LLC

If anyone has a game idea in the world, I recommend them reaching out to INT., they are a family to me now. If they don't know the answer then they will find out as their are eager to do great work.

About The Client

Industry
Gaming

Headquarters
Missouri, United States.

Website
www.mentalvisiongames.com

Mental Vision Games is the brainchild of visionary blind entrepreneur Joe Quirk. It creates video games, also known as Immersive Action Games, for visually impaired individuals.

Joe sought to exploit both these opportunities. With the help of INT. , he planned to build a video game for the blind that would leave Audio Defense far behind. He also wanted to make sure that it could be released on the Apple App Store.

The Problem Statement

Audio Defence is one of the most famous immersive action games in history. Immersive action games refer to video games that are specifically designed for the visually impaired community.

Mental Vision Games approached INT. with an idea to create a video game for the visually impaired that would also be mobile-friendly.

Unfortunately, at that time, he was already disheartened as a number of organizations already said him a no and he was taking his last shorts.

Business Solution

Technology Stack

Platform : Intermediate OS

Request and Response Protocol

Backend : PHP, JavaScript and CSS

Front End : Android SDK, Eclipse,

Java and XML

IoS development : XCode and

Objective C

Others : Qt, C++, Common

Gateway Interface (CGI)

Database : MySQL

INT. created the game engine from scratch. The setting was a circus – not the typical kind of game settings that you are looking for. INTians, in order to really understand the game better often entered dark rooms and imagined the experience and designed the same as per the learnings they had.

Along with Joe and his tea, a rigour experience based testing was being done and user experience was being mapped.

The challenge for both developers and designers was huge as they had to focus on audio experience to ensure that the user is guided well to play the game. A co-partnership approach was the reason behind successful delivery of the project.

The Impact

- The game has been one of the most downloaded games in this category.

- It has been recognized for prestigious [AppleVis Golden Apples of 2019.](#)

- The team is one way for improvements of the game and also ensuring much better experience.

The much bigger impact was to bring the vision to reality. After a lot of struggle they were able to identify a partner who would believe in Mental Vision Games and actually deliver what they promised.

Application Experience

Appstore Link

22+
Years

750+
Professionals

11k+
Projects

6m+
Hours

We are a full-cycle product engineering company, helping some of the fastest growing enterprises, start-ups and agencies across 20+ countries. With our unique approach and expertise in product thinking, we've been successfully delivering innovative software solutions and engineering excellence to our customers for over two decades.

INT.

We Deliver
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