

Simplifying Game Development: Elodie's Success with AccelByte Development Toolkit



Founded in 2020, [Elodie](#) is a game development studio based in the heart of Dogtown in Venice, California, made up of industry vets from Riot Games, Blizzard Entertainment, Ubisoft, and others. Elodie's founders are passionate gamers who believe that games are an art form that can create meaningful experiences and connections.

The founding team of seasoned professionals shared a vision of creating games that are not only immersive but also foster social interaction. This vision was born out of their collective experiences at top gaming companies where they recognized the potential for games to bring people together. From the outset, Elodie was committed to innovation, quality, and community engagement, setting a high bar for its development projects.

Mission and Vision

Elodie believes that games are better with friends. This philosophy drives their commitment to removing all barriers that prevent gamers from playing together, whether those barriers are technological, social, or geographical. The studio's mission is to build encouraging relationships with its players, sparking and retaining excitement that keeps them coming back. They strive to create games that are not only entertaining but also foster a sense of community and shared experience.

Elodie's vision is to craft games that offer players exciting and memorable experiences. They are dedicated to making games that are easy to pick up but hard to master, providing depth and complexity that keep players engaged over the long term. Their goal is to develop games that players will love, enjoy, and share with their friends.

The Game: Seekers of Skyveil

Elodie's flagship project, [Seekers of Skyveil](#), is a fantasy extraction game that redefines the genre. Unlike traditional extraction games, which often have grimdark FPS vibes, Seekers of Skyveil offers a vibrant, engaging world filled with champions and teamfights. The game combines the heart-pounding highs of extraction gameplay with the strategic depth of team-based combat, creating a unique and captivating player experience.

Set in a fantastical world, Seekers of Skyveil invites players to embark on daring missions to retrieve valuable artifacts from perilous environments. The game emphasizes cooperation and strategy, allowing players to choose from a diverse roster of champions with unique abilities and playstyles. This blend of high-stakes action and tactical gameplay has been designed to appeal to a broad audience, from hardcore gamers to casual players.

Development Journey

The development of Seekers of Skyveil has been a journey of innovation and collaboration. From the early concept stages, the team at Elodie focused on creating a game that would stand out in the crowded gaming market. They conducted extensive research and engaged with the gaming community to gather feedback and refine their ideas.

Early game prototypes showcased its potential but also highlighted the need for robust development tools to manage the complex build and testing processes. As the team grew and the project scaled, the limitations of their initial workflow became apparent, prompting them to seek a more efficient solution.



The Challenge

In its early days, Elodie faced significant workflow challenges. The team relied on Google Drive to manage their game builds, which involved creating and uploading local builds and requiring team members to download, unzip, and open the game files manually. Although functional, this process was labor-intensive and prone to errors, often leading to performance issues. Additionally, it lacked efficient tracking of environment builds, which consumed valuable time during playtests and hindered the team's productivity.

Leveraging Amazon Web Services (AWS) for their game server hosting, Elodie engaged in detailed discussions to address their infrastructure needs. During these discussions, they explored various solutions for game distribution and patching and came across the AccelByte Development Toolkit (ADT). Intrigued by the potential benefits, Elodie explored the [AccelByte Development Toolkit](#) (ADT) and quickly realized its advantages.

The Solution

Elodie discovered that ADT provided a comprehensive solution to their distribution challenges. The toolkit allowed the team to view all game versions built, distinguish between client and server builds, and identify the platform. With ADT, they could organize builds by environment, easily identifying the latest version on the playtest environment using the build channels feature. This improvement significantly streamlined their workflow.

"It's important to play the game as it exists now, all the time. You want to be making new builds and playing the current version of the game every day at least. If you do that and play those builds and look at that to understand where the progress is, you won't be fooling yourself. We're always trying to think incrementally and ask ourselves, how can we make what we have better? ADT fits into that because it allows us to make daily builds and even multiple times a day make builds, and have different parts of the team run small playtests or bigger playtests on those builds. We can see what we're doing, as it exists in the product."

– Jonathon McCaffrey, VP of Engineering at Elodie



CUSTOMER STORY

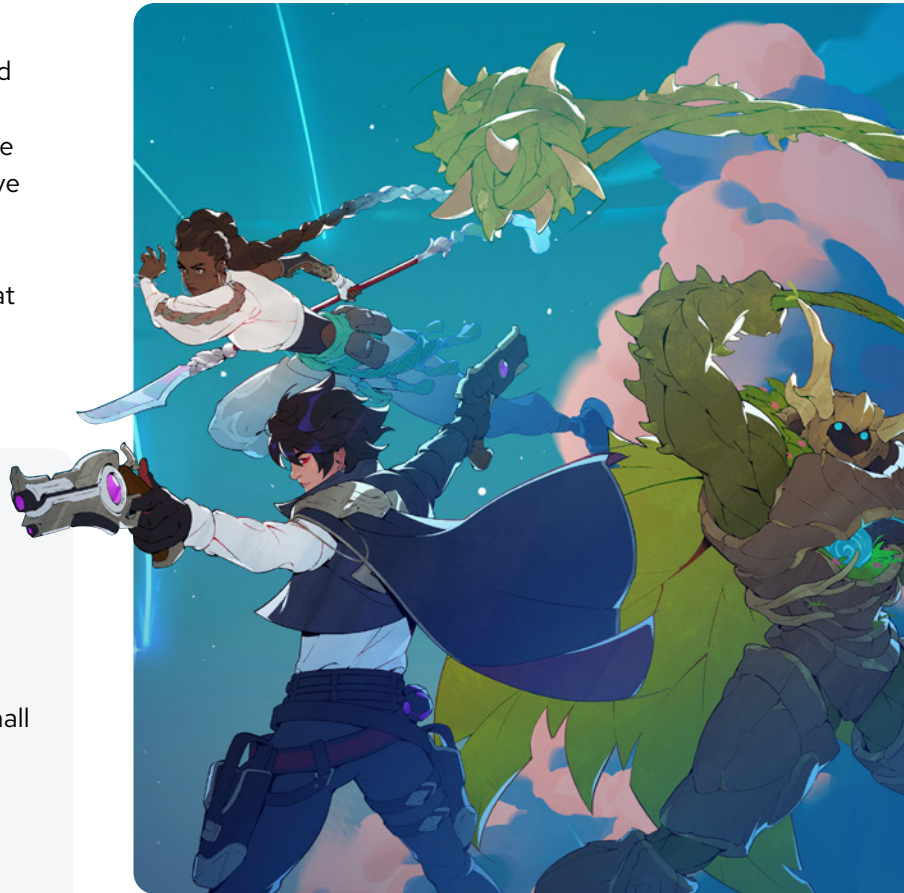
The team uses the latest build on staging during playtesting. They simply open ADT, click on staging, and the game automatically updates. This streamlined approach ensures smoother playtests and facilitates the timely distribution of builds to the team. "In the past, I've worked on teams where we haven't had a tool or capability like ADT," McCaffrey stated, "and there becomes a lot of handwaving around where things are at or how things are going because you're not deeply in touch with what's in the product right now."

Results

Before ADT, making Google Drive an optimal solution would have required developing a front-end tool to streamline the workflow, which was impractical for a small team like Elodie. Dedicating an engineer to this project for 6-12 months would have diverted crucial resources. By adopting ADT, Elodie saved considerable time and significantly simplified their processes.

"So many other products are focused on your game once it's launched. ADT has a unique place because it focuses on your product while you're in development. It's hard to build something that helps development teams, and development is hard on its own, so the more tools we can have, the easier it is for us to build games. ADT has helped us a lot in that area."

– Jonathon McCaffrey, VP of Engineering at Elodie



With ADT, Elodie not only improved its build distribution process but also enhanced its overall development workflow. This allowed the company to maintain a high pace of iteration and testing, ensuring that Seekers of Skyveil continues to evolve into a polished and engaging game that players will love.

AccelByte's scalable and customizable development toolkit empowered Elodie to overcome critical workflow challenges and achieve remarkable efficiency. By providing a stable, integrated, and efficient platform, AccelByte helped Elodie deliver an exceptional game development experience, ensuring that their game, Seekers of Skyveil, remains on track to captivate and engage players worldwide.

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