THROUGH SYNCFUSION CONTROLS TO CREATE MOBILE APPLICATIONS

Robin Mestré is the founder of Principio Group, Inc., which provides consulting, sourcing and innovation services in mobile and cloud technologies. To experiment with new ideas and technologies, Principio developed a companion app to a highly popular game with extensive use of Syncfusion controls.



CHALLENGE

Mestré needed to rapidly prototype the solution and get to market quickly, but also had to conserve development hours and keep the cost of development low. Even with budget and time constraints, Mestré needed to create a high quality product that would be a consistent and natural extension of the game, which placed unique demands on the development process.

SOLUTION

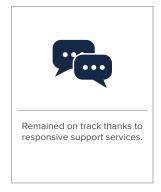
Mestré used Syncfusion controls in order to save time and money. He used the diagram control to create a tech tree to enable the player to configure in-game vehicles by researching the performance and cost implications of vehicle upgrades. He also used the chart, gauge, and hub tile controls to visualize data in a number of ways.

Not having to develop each control from scratch was a major benefit for Mestré because he was then able to focus on developing the core functionality of the application. The tech tree in particular could have entailed a time-consuming and complicated development period, as it required interdependencies between nodes. When questions did arise about how to make the best use of Syncfusion controls, the support team responded quickly and effectively.

By using Syncfusion controls, about two months of development time were saved. Mestré was able to get the application to market ahead of schedule without having to assign more than one developer to the project. In addition, the controls enabled Mestré to create features that differentiated the app from competitive apps and deliver a fast, fluid experience.

BENEFITS









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