



ZAEDIUS
GAME PORTING STUDIO

SERVICES DECK

Porting to Nintendo Switch and Xbox for indie studios

zaedius.com · hello@zaedius.com

ABOUT ZAEDIUS

ZAEDIUS is an Argentine studio for game development and console porting. We make our own small-scope games and help other studios bring theirs to Nintendo Switch and Xbox.

■ Registered Nintendo and Xbox developers

For independent studios and indie developers.



WHAT IS A PORT?

A port adapts an existing game to another platform. The game isn't remade: controls, resolution, performance, saving and console services are adjusted, and the game is prepared to pass each platform's certification. Done well, the game feels native on the console.

01 Controls and experience suited to each console

02 Steady performance on the target hardware

03 Platform technical requirements and certification

04 Exclusive content or upgrades, when they add value

WHAT WE DO

01 FREE TECHNICAL ASSESSMENT

We review the engine, the state of the code and its dependencies, plus performance, controls, saving, networking, localization and each platform's requirements. You get a diagnosis of what it takes to reach console, at no cost.

02 PLATFORM ADAPTATION

We bring the build to the target console: controls, resolution, saving and the adjustments each platform asks for.

03 PERFORMANCE

We optimize so the game runs steadily on the target hardware, logging risks from the start.

04 PLATFORM FEATURES AND REQUIREMENTS

We integrate platform services and get the game ready for certification: testing, fixes and submission. Final approval is up to each platform.

05 ADDED VALUE ON EACH CONSOLE

Every platform has its own strengths. We propose exclusive content for each version and help you build it, so your game makes the most of every console.

06 REWORK AND LAUNCH SUPPORT

We update existing titles for new platforms and support the release: store page, date and updates.

ADDITIONAL SERVICES

PLATFORMS AND ENGINES

ADDITIONAL SERVICES

- + Localization
- + QA and testing
- + Age ratings (ESRB, PEGI, IARC)
- + Ports and upgrades for Nintendo Switch 2

Quoted separately.

PLATFORMS

Nintendo Switch

Nintendo Switch 2

Xbox

ENGINES

Unity

Unreal Engine

Godot

HOW WE START

STEP 01

GET TO KNOW THE GAME

You tell us what the game is, which engine it uses, what stage it's at and which platforms you want to reach. We also check who holds the rights.

A first call and the project basics.

STEP 02

FREE ASSESSMENT

With access to the project we review dependencies, performance, controls and platform requirements, and separate the essentials from the nice-to-haves.

A technical diagnosis with risks, at no cost.

STEP 03

PREPARE A PROPOSAL

We define scope, deliverables, assumptions, schedule, terms and responsibilities. Everything is in writing before we start.

A written proposal to decide on.

STEP 04

BUILD WHAT WE AGREED

We work in milestones with clear acceptance criteria, and show you progress, risks and pending decisions.

Milestone builds, ready for review.

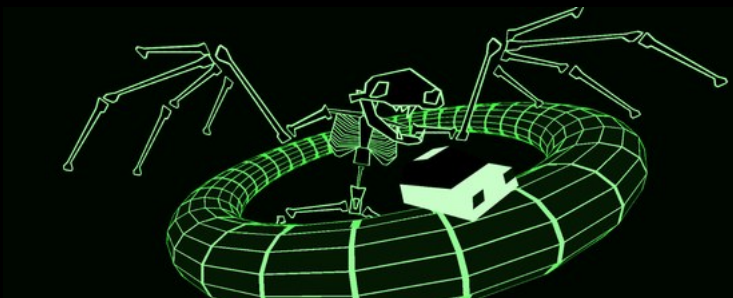
PROJECTS



HALFTIME HEROES

RELEASED

Nintendo Switch port in collaboration with Bigboot Studios.



ULTRATORO

IN DEVELOPMENT

Art and gameplay rework, and console adaptation.



NEUROAXIS

IN DEVELOPMENT

Own project: design and development.



DECK OF SOULS

EXPLORATION

Assessing a console version.



HALFTIME BUILDERS

EXPLORATION

Assessing a console version.

WHY WORK WITH US

FREE ASSESSMENT

Before any commitment, we review your game and tell you what it takes to reach console.

REGISTERED DEVELOPERS

We are registered Nintendo and Xbox developers, with access to their tools and requirements.

BUILT FOR INDIES

We work with independent studios and developers who are not yet a company. We talk studio to studio.

AMERICAS TIME ZONE

We are based in Argentina (UTC-3): we share most of the working day with the Americas and a few hours with Europe.

GET YOUR FREE ASSESSMENT

TELL US ABOUT YOUR GAME

The initial assessment is free and with no commitment. We reply within 48 business hours.

hello@zaedius.com

zaedius.com

