



**SmokeStab** is a **professional** and **agile** team  
comprised of software developers, designers, and  
graphic artists from Germany.

We combine **creativity**, **technical excellence**, and **years of experience** to develop **high-quality** software solutions and captivating games.



# Our Services



CUSTOMIZED SOFTWARE  
DEVELOPMENT



AR, VR & MIXED REALITY  
APPLICATION  
DEVELOPMENT



GAME DEVELOPMENT &  
GAMIFICATION FOR ALL  
PLATFORMS



CONTENT CREATION (2D  
ILLUSTRATION, 3D  
MODELING & ANIMATION)



UI/UX DESIGN AND USER  
EXPERIENCE  
OPTIMIZATION



AFFORDABLE PRICE MODEL  
ADAPTED TO YOUR NEEDS



**Your success** is our **priority**.

Explore our collection of past and present projects that demonstrate our dedication to producing high-quality work.

# In-house production

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**Orbital Bullet** is a 360° action platformer. Its unique presentation and complex technical aspects, such as procedural generation, allow players to **experience millions of unique levels**.

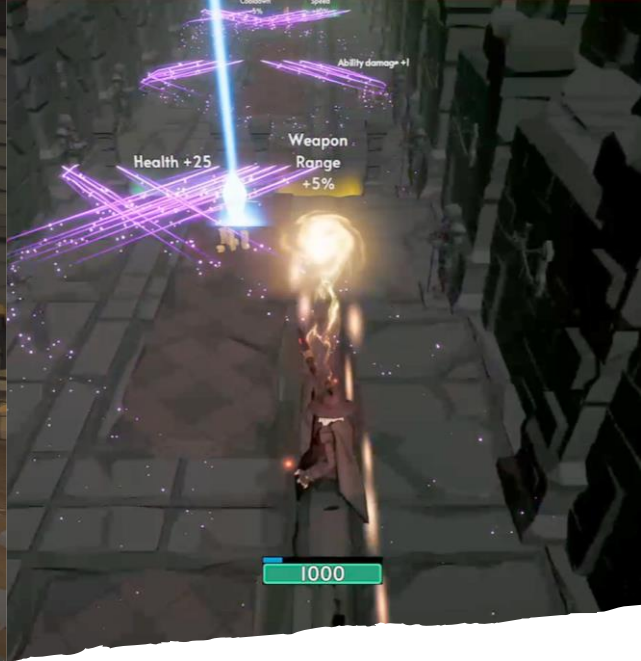
## Tasks:

- *Programming*
- *Design & graphics*
- *Porting*

## Software & Tools:







**Heroes of Row** is an auto-row-shooter, where you become more powerful with each upgrade you collect. Simply **move left and right** to **dodge attacks** while you **automatically shoot** to defeat enemies and bosses. Compete in multiple levels and crack the highscore!

*Tasks:*

- *Programming*
- *Design & Game Design*
- *UI / UX*

*Software & Tools:*





# Commissioned work for **EON RIFT**

We improved **EON RIFT**'s Wave Shooter to make it more interesting and action-packed. We enhanced numerous mechanics, stages, and the playing experience as a whole.

## Tasks:

- Game & Level design
- Online leaderboards
- UI / UX

## Software & Tools:



# Commissioned work for **NMKR**

**Fleet Commander** is a browser-based sci-fi text adventure that we developed for the NMKR community. Players can experience over **50 dynamic storylines** influenced by their decisions.

## Tasks:

- *Game & visual design*
- *Dynamic story system*
- *Live updates & support*

## Software & Tools:



Fleet power: 500

### So Many Records, So Little Time

A Master of the Records from the Merun Lineage has pointed out a long lost alpha level space station that has been untouched by humanity for at least 1200 years. Data shows there could be valuable records hidden in the station's library with answers to humanity's reason and circumstances for leaving Earth so many thousands of years ago. This could be invaluable information. You must retrieve it.

You gained:

+25 XP

+0 GRP

**TAKE YOUR TIME. THINGS COULD BE FRAGILE IN THE STATION**  
As you arrive to this ancient human station, you decide to take it easy on the old gal.

HP: 100  
Merun Ship: 40/50  
0 GRP

**THERE'S NO TIME TO LOSE, YOU NEED TO MOVE ON TO YOUR NEXT MISSION. BLAST THE SIDE TO ENTER**  
As you arrive to this ancient human station, you decide that expediency is more important than ancient space station preservation.

HP: 100  
Merun Ship: 40/50  
0 GRP

Continue





## Commissioned work for **NMKR**

**Rogue Galaxies** is a 3D sci-fi space exploration simulator. It serves as a direct expansion of the Fleet Commander game, offering players the opportunity to experience immersive 3D storytelling.

### *Tasks:*

- *Programming*
- *Design & graphics*
- *UI / UX*

### *Software & Tools:*



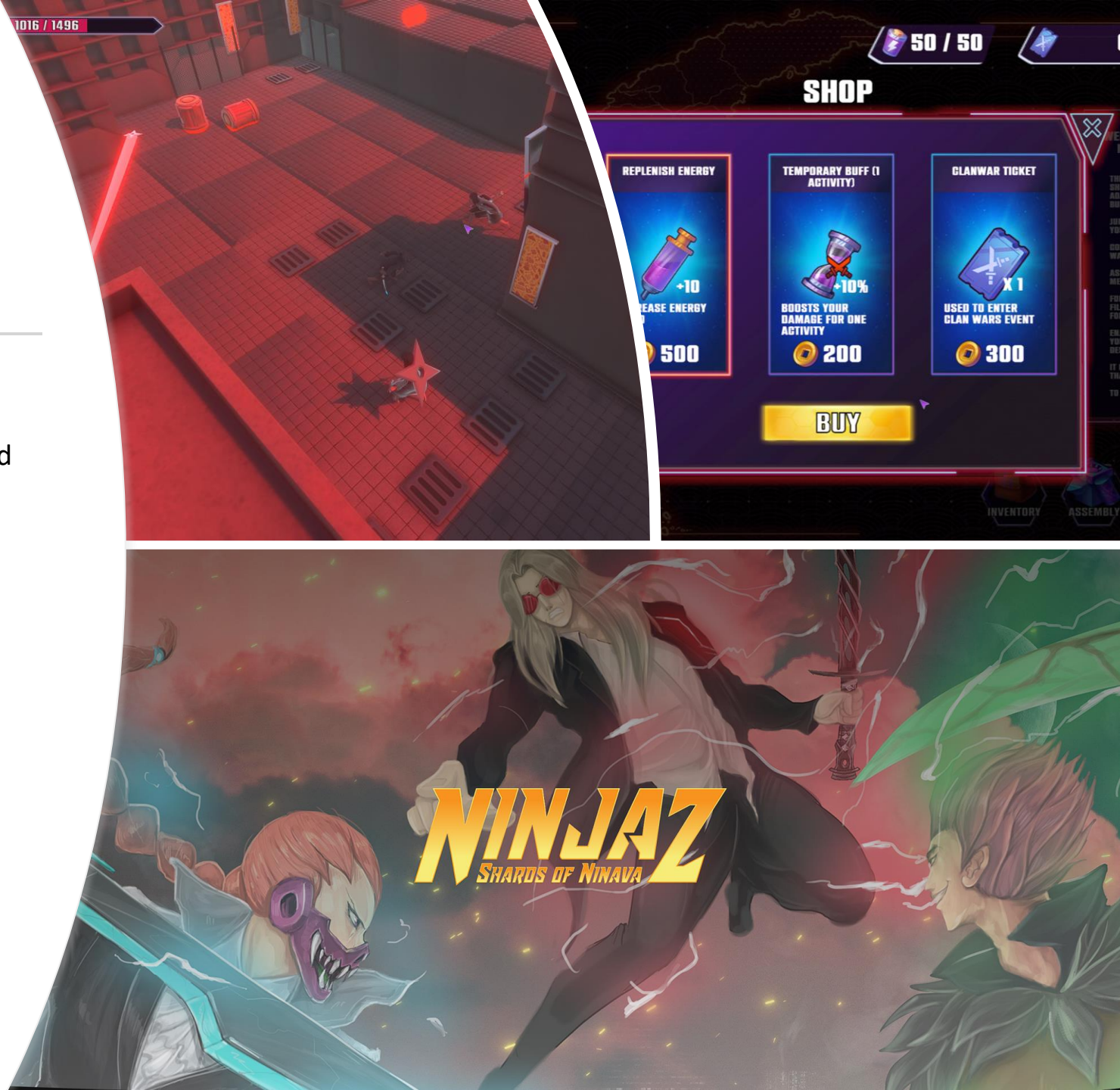
# Commissioned work for **DANKETSU**

**Shards of Ninava** is an arcade roguelike game for web browsers. It was the **first Web3 multiplayer** game developed on the Cardano blockchain.

## Tasks:

- Programming
- Design & graphics
- Online multiplayer

## Software & Tools:





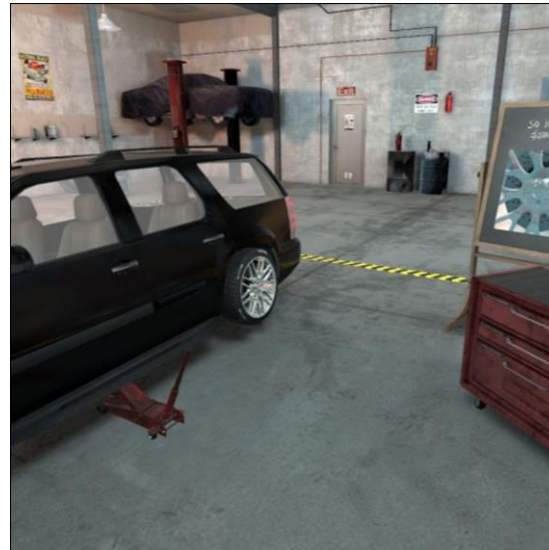
# Commissioned work for **srh** Hochschule Heidelberg

In collaboration with **SRH Hochschule**, we have designed a **VR application** for driving school purposes, allowing for the teaching and practice of multiple scenarios.

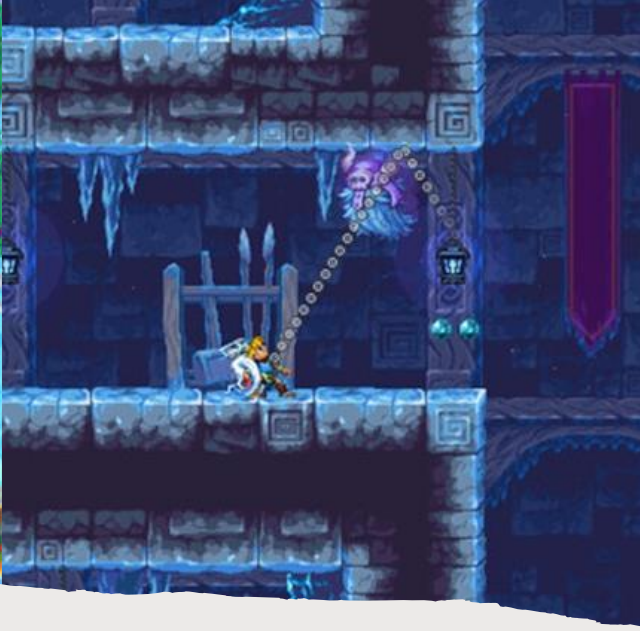
## Tasks:

- *VR movement & interaction*
- *Programming*
- *Asset- & graphic adjustments*

## Software & Tools:







In collaboration with **Asylum Square**, we developed, conceptualized, and designed the foundation for the level design of **Tiny Thor**.

*Tasks:*

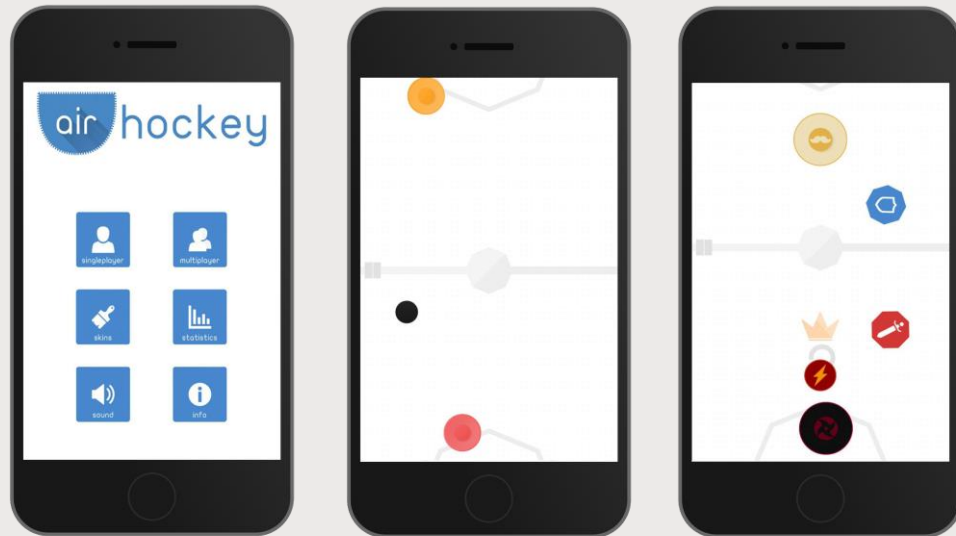
- *Concept creation*
- *Prototyping*
- *Level design*

*Software & Tools:*



Commissioned work  
for **ASYLUM**  
S Q U A R E

# In-house production



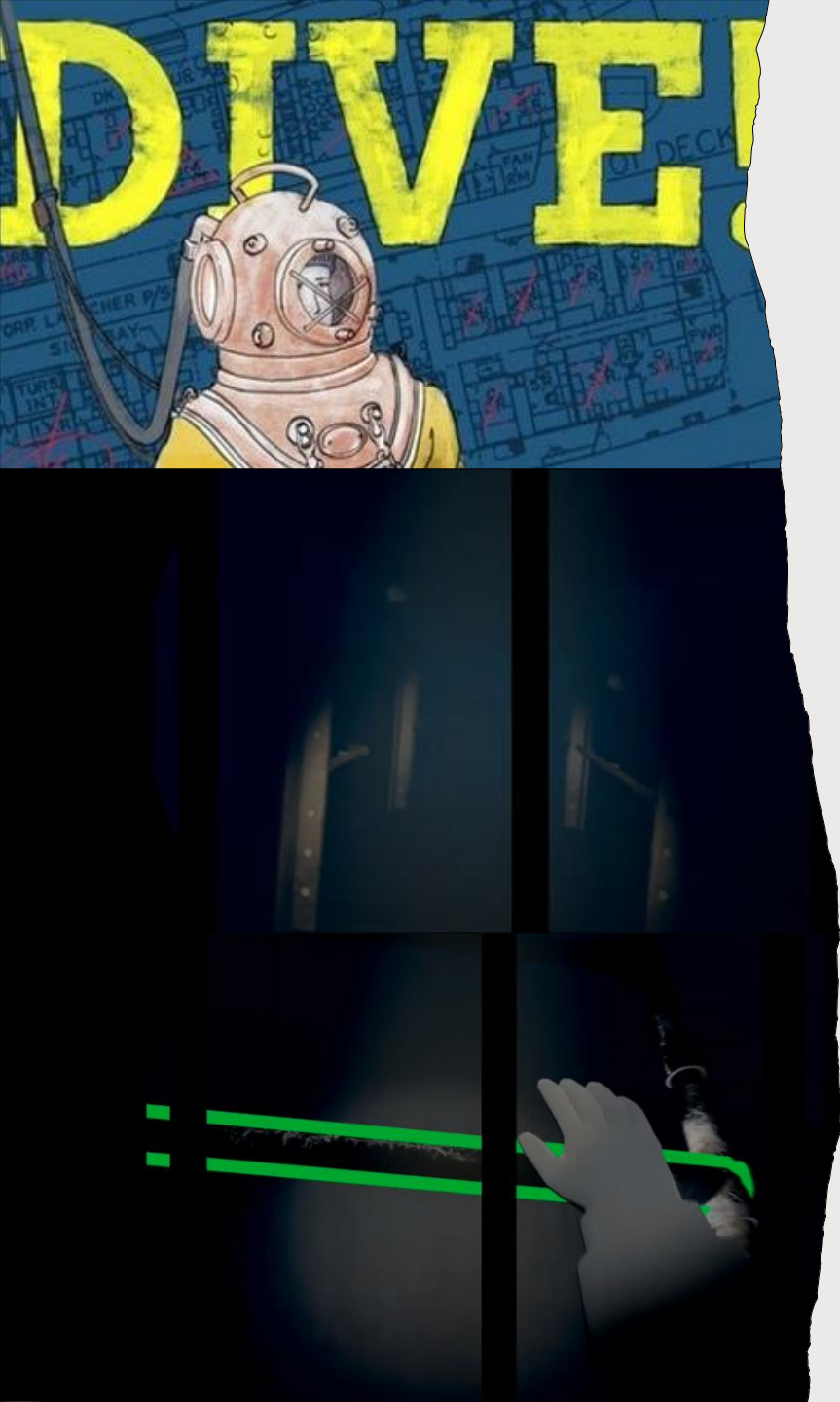
**Pocket Air Hockey** is a minimalist mobile air hockey game available for Android and iOS devices.

*Tasks:*

- *Programming*
- *Design & graphics*
- *Porting*

*Software & Tools:*





# Commissioned work for **srh** Hochschule Heidelberg

Dive is a **VR-hybrid application** where players must explore a shipwreck. One player takes on the **role of the diver (VR)**, while the other manages the diver's navigation and oxygen supply using **physical objects** such as **maps** and **air pumps**.

## *Tasks:*

- *Programming*
- *VR movement & interaction*
- *Development of input devices*

## *Software & Tools:*







## **Let's work together!**

We would be thrilled to realize your project or idea and help you every step of the way.


Please don't hesitate to reach out to us with any questions or concerns you may have.


# Contact




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