

5G Game Streaming Service

Client
Under NDA

Industry
Media & Entertainment

Location
Finland

GOAL OF THE PROJECT

The goal of the project is to build a streaming service for mobile games onto mobile clients through mobile (4G, 5G) and wi-fi networks for different platforms such as Android OS, Android TV, Oculus GO.

CORE TECHNOLOGIES

Android (Kotlin), OpenGL ES, Oculus VR SDK, Android TV

SOLUTION & RESULTS

We have developed an MVP version of VR application using Oculus VR SDK. Also have rewritten SDK for our needs using C/C++ and successfully used it for Oculus GO application.

The main challenge was to port android client to Oculus GO with export of an existing android UI to UI with VR experience.

All screens

Play on any screen, big or small. Jump from one to another and continue where you left off. Just like that, your TV turns into a game console and your phone becomes a game controller.

