

Supermassive Games

With Incredibuild, Supermassive Games has managed to compile its games 4 times faster



Supermassive Games is a BAFTA-winning independent game developer with a reputation for innovation in both storytelling and VR. The studio has released a number of successful titles and is best known for the critically acclaimed PS4 hit *Until Dawn*. Most recently the studio developed two exclusive PlayStation VR launch titles – *Until Dawn: Rush of Blood* and *Tumble VR*.

Founded in 2008, the studio is now home to over 100 talented individuals working across a range of storytelling and VR titles. Building upon their reputation as cinematic storytellers and leading VR experts, Supermassive Games have several exciting plans in the pipeline for the year ahead. These include their two exclusive PlayStation VR launch titles – *Until Dawn: Rush of Blood* and *Tumble VR* – and other, as yet unannounced, VR and narrative gaming experiences.

The Challenge

Supermassive Games are known for highly polished titles like *Until Dawn*. To create games of this quality the team adopted a policy of rapid iteration, with daily reviews and agile development. However, to get to this point the team needed to have playable builds of the latest game version readily available. Prasanna Jeganathan, Technical Director at Supermassive Games explains the challenge. “We needed to have the latest executables from the continuous integration system available for regular review,” he said. “We have also moved to Unreal Engine 4 so the team needed a fast and reliable build system.”

Industry

| **Game Development**

Process

| **C++**

Results

| **Code compilation reduced from 40 mins to 10 mins**

How Incredibuild Crunched It

With Incredibuild, Supermassive Games has managed to compile its games 4 times faster, significantly shortening continuous delivery cycles, and easily integrating IB into their Unreal Engine 4 development.

“Both shader and code compilations now take less than 10 minutes while before it was over 40 minutes,” Jeganathan told us, “We use Incredibuild across the whole studio – it is that important to us. All our programmers and shader artists have it installed and it is also on the automated build machines. Now we get through about 25 builds a day per project. This is a lot more than was possible before we used Incredibuild.”.

According to Jeganathan, the extra time and productivity boost Incredibuild generates is a real benefit for Supermassive Games. “Incredibuild has a positive impact on compile times, which helps us create great games”

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Prasanna Jeganathan
Technical Director

Code Compilation

Shader Compilation

Without Incredibuild

With Incredibuild

40 mins

10 mins

40 mins

10 mins



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