Assembla
An Idera, Inc. Company

"We'd been hosting our Perforce instance on GCP for a number of years and then in Summer of 2022, we migrated over to Assembla because 1) their pricing is super competitive and 2) they take care of everything: they handle all the backups, the updates, and the maintenance of our server, which is a huge time saver for me. Also - I think their servers are just faster than what we were paying for with Google."

Silas Talley, Creative Director - Ambitious Games

Assembla allows Ambitious Games to just do what it does best, develop quality games.

Ambitious Games realizes significant savings by not having to incur maintenance and administration costs.

Ambitious Games can now enable geographically-dispersed teams to collaborate securely without sacrificing performance.

Assembla helped Ambitious Games migrate from an old platform at no cost.

Ambitious Games gained disaster recovery capabilities with hourly, daily, and weekly snapshots.

Problem

Like any distributed development team, Ambitious Games needed a code management repository solution with tight versioning control in order to streamline their development and approval process.

Ambitious is a small distributed team comprised almost entirely of developers. To keep the focus on radical community interaction and passionate development, the team wanted to find a technical solution — rather than a new team member — which could help run a robust pipeline from first commits through to fixed release rollout. Of course, this tool also had to fit within their budget: which was typical of a small development shop rather than a large enterprise.

In particular, the tool needed to be agile enough to support their fast-paced two week fixed release cycle (the game is free to play and released through Steam, a gaming platform). An unusual additional requirement was the fact that the team livestream their development process on Twitch as a way of building rapport and engagement with their user community. As such, and with their stack on public view, they were eager to choose a solution that was professional and high end in its capabilities.

A very specific requirement relative to Ambitious Games was their requirement that the code management repository would be capable of handling large files with ease. An integral part of their development process involves developing and reviewing high resolution background image files that are frequently multiple gigabytes in size.

These SPP files contained fundamental graphical elements of the gameplay - like textures.

Ambitious Games reviewed several open source and competing commercial solutions but failed to find a code repository manager that was built, out of the box, to handle file sizes of this size natively.

Most tools the team reviewed required, at a minimum, the addition of third party extensions or only offered pricing options designed for much larger teams. The team was eager to find a solution that was natively designed to handle their typical game development workflows. This led them to Perforce Helix Core.

![Assembla — An Idera, Inc. Company]
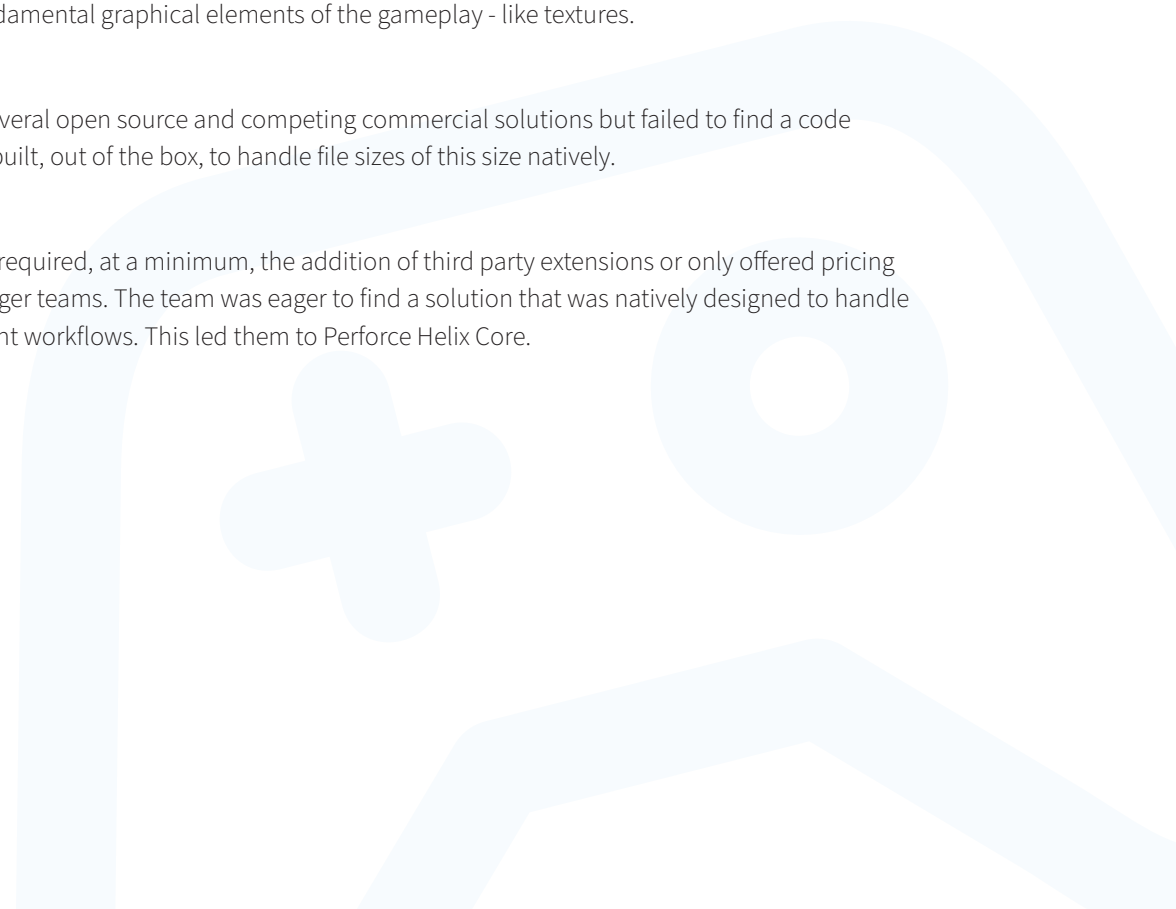
Solution

The team successfully transitioned their entire development workflow onto Perforce Helix Core — for robust version control — and Helix Swarm for code review and quality control.

In particular the team was pleased to discover that Assembla — which supports the quick rollout of cloud compute instances with pre-installed software — supported the Perforce product range. This enabled them to get almost effortless access to the kind of lightning fast cloud-hosted infrastructure that would ensure that hardware wouldn't prove a bottleneck to the development workflow.

As Silas Talley, Creative Director, explained, competing solutions which the team attempted to use required manual configuration. An on-premises installation on basic hardware was eventually deployed but proved inadequate to meet the needs of a modern development pipeline whose intended output was regular releases of a popular computer game.

"Two key advantages made adopting and deploying the Perforce suite a no-brainer for us," he said. "Firstly, the fact that both the version control and code review modules handle our requirements for large file sizes with consummate ease." "And secondly, the fact that the tool is widely used in the industry and integrated by some excellent cloud instance management tools such as Assembla made spinning up the hardware required to make this all run in the cloud a cinch."

Customer Profile

Ambitious Games is an indie game development studio with a globally distributed team of 12 developers. The company develops one game — REVN — which is a third person MOBA (multiplayer online battle arena). Its revenue is derived from sale of merchandise.

Client	**Sector**	**Use-Case**	**Deployment**
Ambitious Games	Gaming	Collaborative code management, with versioning control and approval cycles, of large files.	Perforce Helix Core and Perforce Helix Swam - all deployed with Assembla.

Ready to get started with Enterprise Cloud Version Control?

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