Backend in a Box.

brainCloud is a ready-made, cloud-based back-end for the development of games, apps and things.

Using brainCloud, developers can leverage pre-built features to jumpstart building the most popular Free-to-Play game types...

...*without having to re-invent the wheel.*

- Rich gaming back-end - multiplayer, cloud data, leaderboards, in-app purchases and much more
- Native libraries for iOS, Android, Windows and more
- Easy-to-use design portal

- Extendable via custom cloud code
- Unity and Unreal engine integration
- Advanced promotional tools to maximize your monetization
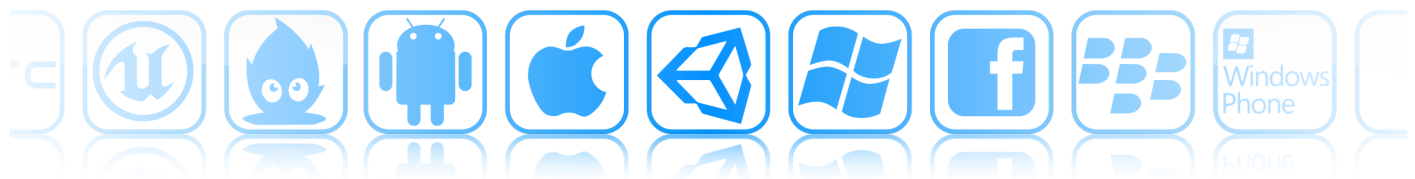- Affordable usage-based pricing

No lock-in

Need to change or add a new feature? Build it using Cloud Code. (JavaScript)

Maximize Revenue

brainCloud doesn't just help you build your game, it helps you manage and monetize it.

Any device, any engine

Key APIs

Cloud Data

- User Entities
- Global Entities
- Group Entities
- User Statistics
- Global Statistics
- Shared Data
- Custom Files
- Global Properties

Identity

- User Profiles
- Anonymous
- Authentication
  - Facebook
  - GameCenter
  - Email
  - Steam
  - Google
  - Twitter
- External Accounts
- Shared Accounts

Monetization

- Virtual Currency
- Receipt Verification
- Pricing Controls
- Redemption Codes

Multiplayer

- Turn-by-Turn
- One-way Offline
- **Relay Servers**
- **Room Servers**

Matchmaking

- Offline
- Online w Lobbies

Achievements

- Achievements
- iOS, Facebook, Steam, Google

Social

- Friends List
- Friends Integration
- **Groups (Clans)**
- **Chat**
- **Messaging**

Promotions

- Scheduled
- Automated
- Segmented

Gamification

- Player XP
- XP Levels
- Milestones
- Quests
- Stats Events / Macros

Leaderboards

- Social
- Global
- **Tournaments**
- **Divisions**
- Pacers

Cloud Code

- Javascript
- Schedulable
- External Services
- Server-to-server
- WebHooks

Notifications

- Programmatic
- Automated
- Segmented
- Local Time

http://getbraincloud.com

Tools for Success

brainCloud is more than APIs - it's a full toolset to support your efforts during Design, Development, Customer Support and Product Management.

Design

- Define the metagame
- Tune metagame and rewards
- Add new milestones, quests and achievements - without code.

Development

- API Explorer
- Native libraries
- View / debug user data
- View / debug multiplayer
- View server logs
- View API performance
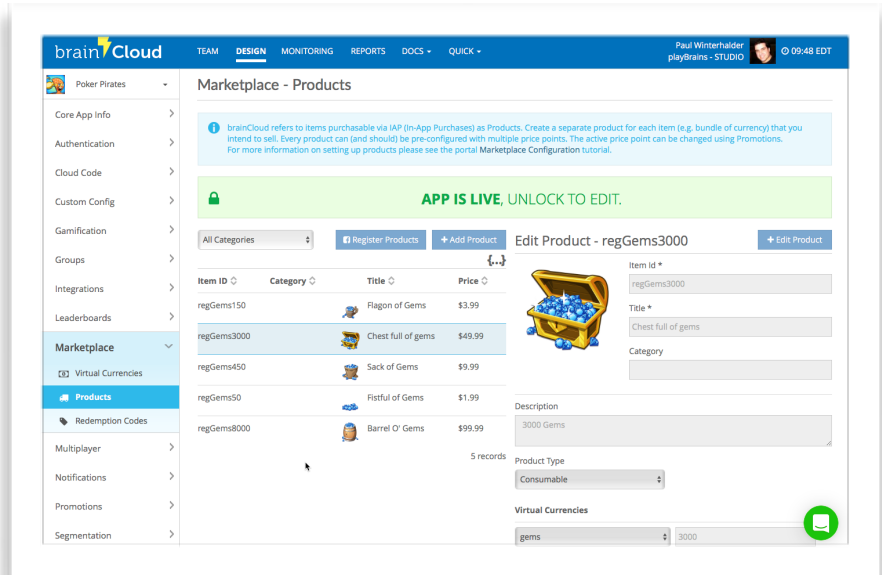
Customer Support

- View / edit user data
- View / edit currencies
- Flag players for follow-up

Product Management

- Centralized pricing across all platforms
- Define scheduled and targeted promotions
- Analytics across all platforms

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