

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, Unreal and Cocos2d-x 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
- User Statistics
- Global Statistics
- Shared Data
- Custom Files
- Global Properties

Identity

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

Monetization

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

Multiplayer

- Turn-by-Turn
- Offline (Clash-style)
- Challenges

Matchmaking

- Offline
- Custom Filters

Achievements

- Achievements
- Sync with iOS, Steam, etc.

Social

- Friends List
- Friends Integration

Promotions

- Scheduled
- Automated
- Segmented

Gamification

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

Leaderboards

- Social
- Global
- Tournaments
- Pacers

Cloud Code

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

Notifications

- Programmatic
- Automated
- Segmented



Tools for Success

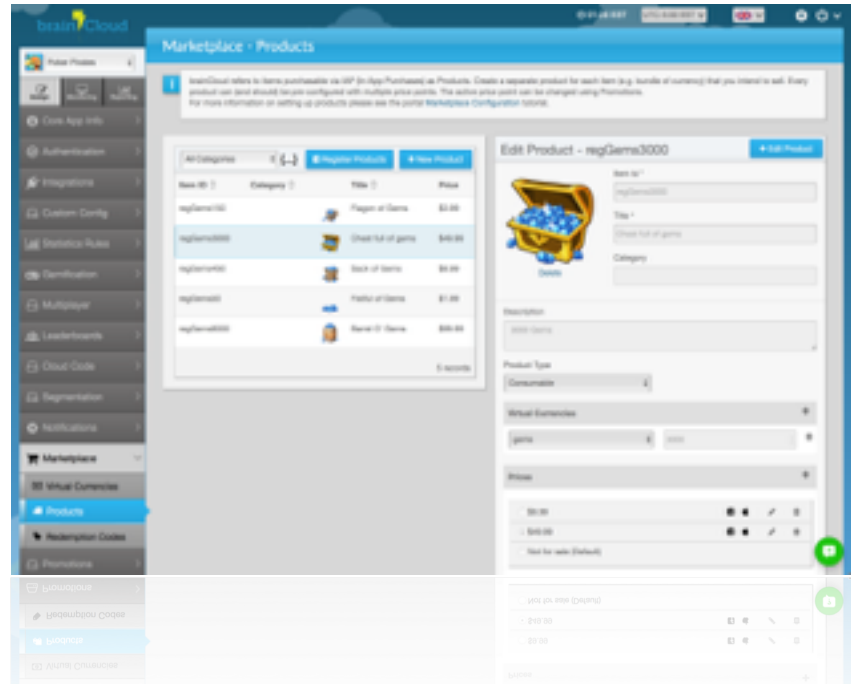
brainCloud is more than APIs - it's a full toolset to support your efforts during Design, Development, Customer Support and Product Management.

Design

- Define the metagame
- Turn 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

