



ELITE CO-DEVELOPMENT & PORTING SPECIALISTS FOR VIDEO GAMES





CODEV & PORTING

Your roadmap is packed.

Your core team is focused on the vision, but launch targets are locked in and you have critical platform ports, complex networking features, or legacy code that needs expert *hands*.

You don't need more developers.

You need the right developers.

We're Pocket Sized Hands.





WORK WITH US

A creative and elite team of artists, designers and developers with a **7-step Pocket Sized strategy**.

We take the projects others won't. Our deep, multi-engine expertise means we can untangle the most complex technical challenges.

We are a partner, not a vendor. We integrate, communicate clearly, and treat your game's launch as our own.

Clients return to us for our resourcefulness and reliability.

We get the job done, no matter how challenging, and we deliver quickly and efficiently.





7 STEPS TO SUCCESS

1. CONSULTATION

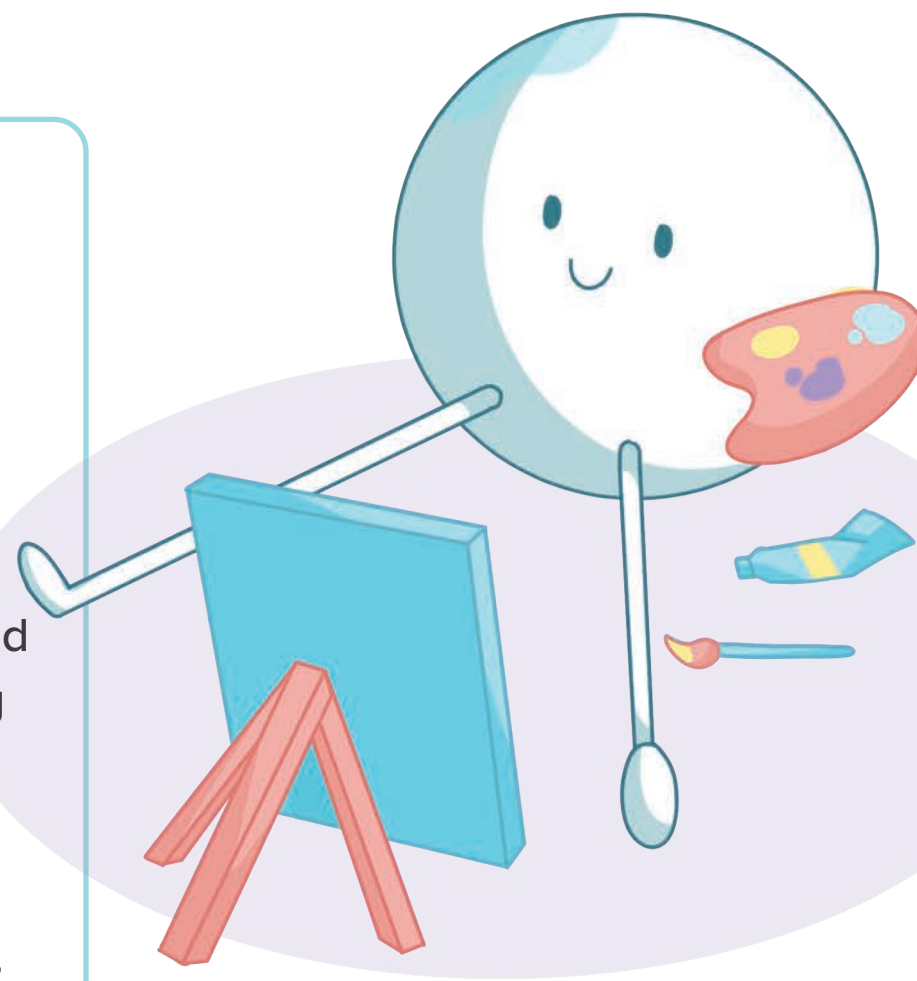
A Crucial Phase.

We run a full healthcheck on your project, preparing a traffic light report for discussion, supporting conversations before we begin scoping the project.

4. EXECUTION

Bringing Your Project To Life

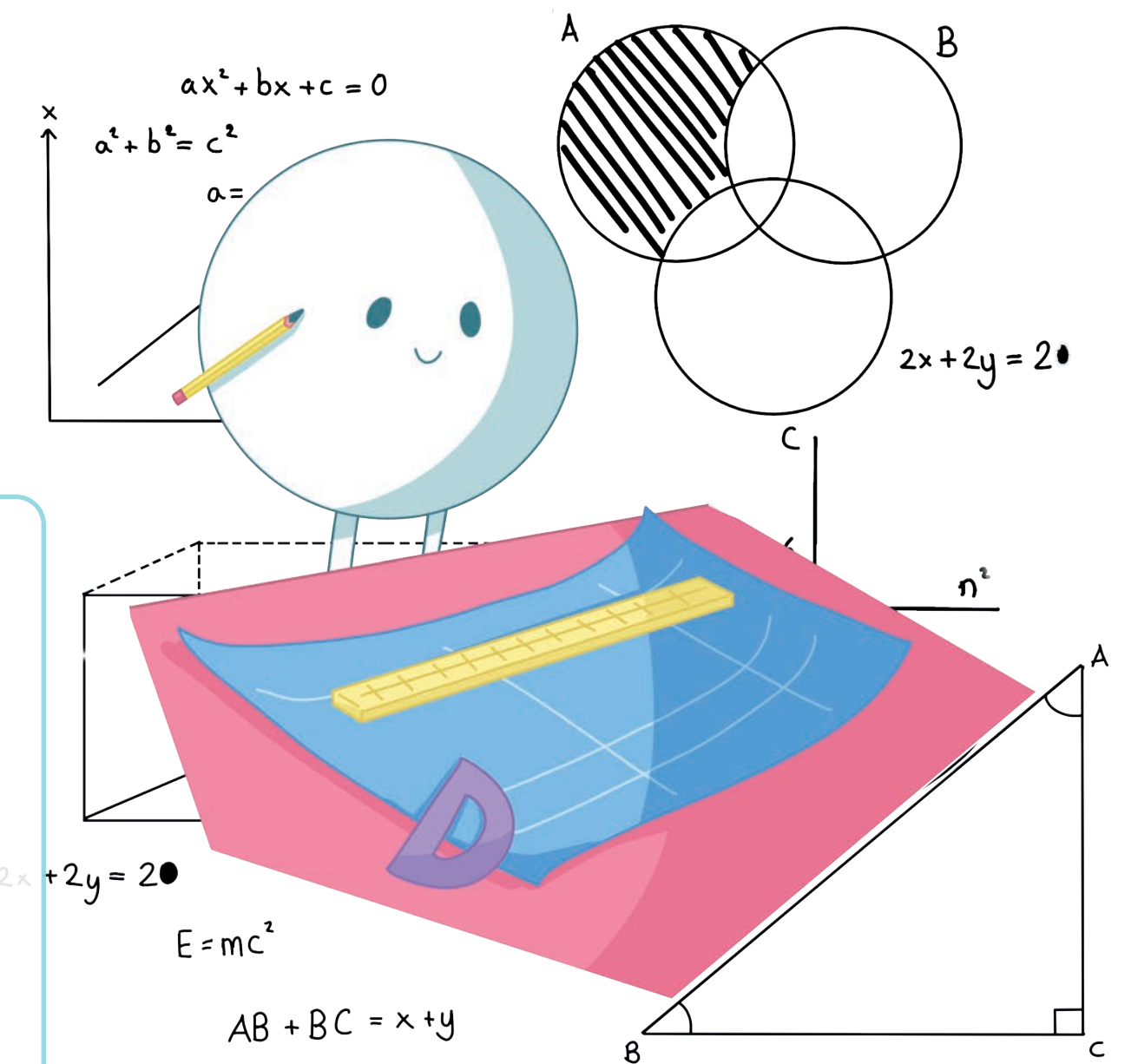
Our team works in sync with yours building features, creating art, and writing code. Playtesting and feedback loops ensure the game stays on its creative track and meets quality standards, optimising for platform and compliance keeps the project on schedule.



5. SUBMISSION

Compliance & Certification.

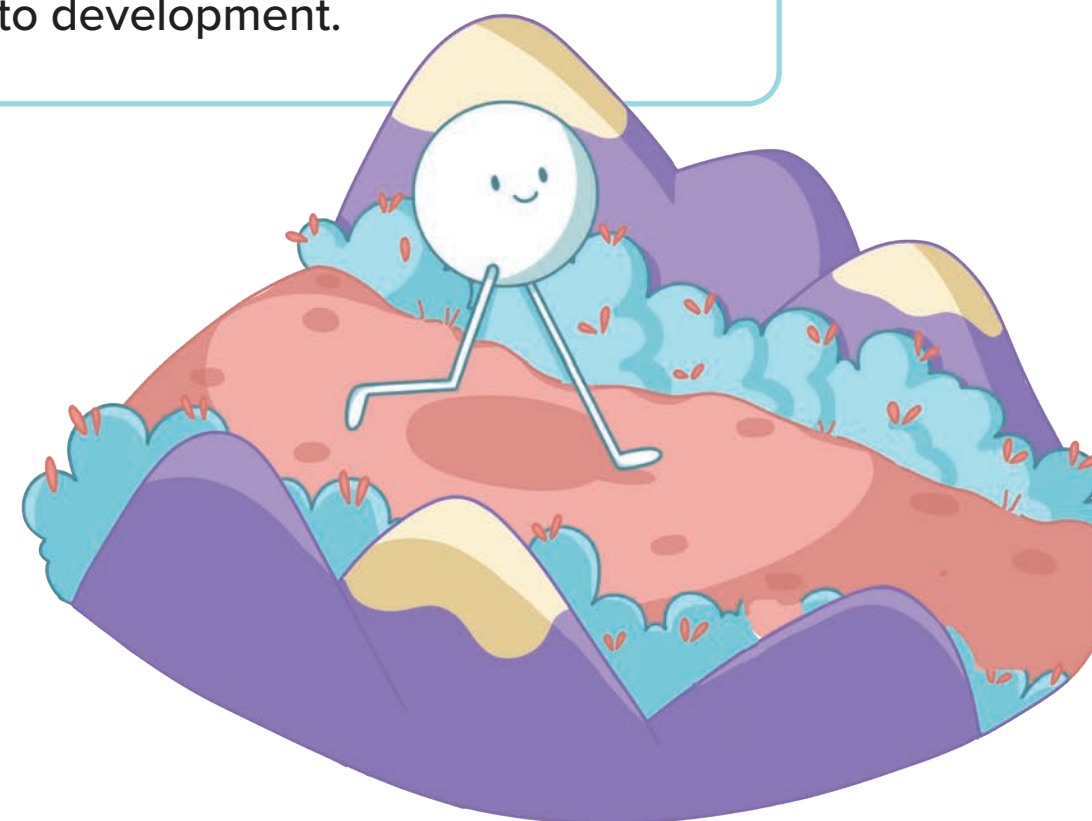
We ensure the game meets platform-specific requirements. With rigorous testing, content compliance, and performance benchmarks, we know how crucial it is to pass certification for release on consoles and other platforms.



3. ONBOARD

Team Alignment.

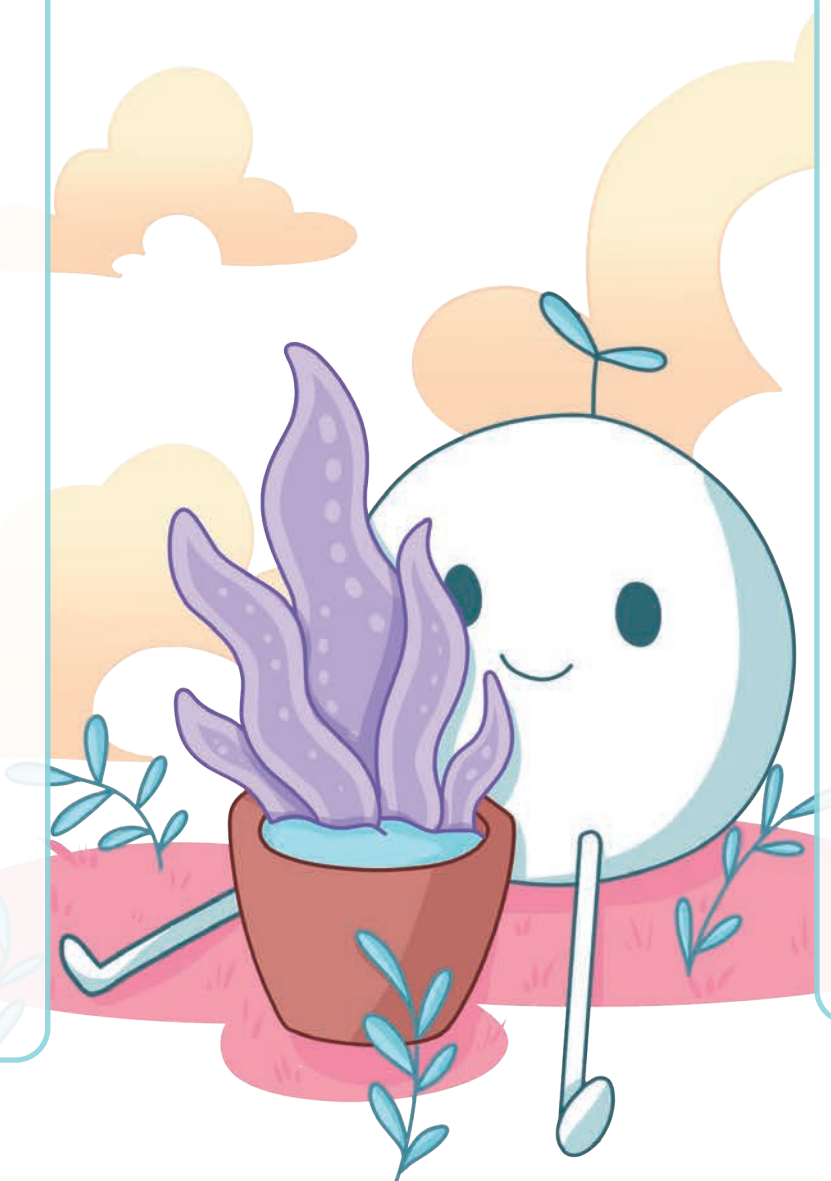
Building a rapport with both team members and the project. Sharing the project's vision, tools, and workflows. This includes codebases, design documents, and team communication channels, ensuring a smooth integration and quick contribution to development.



6. INSTALL

Fast & Reliable.

Our Day One phase is vital and focuses on supporting the live game in its early stage of release. This includes bug fixes, performance optimization, and responding to the player community, gathering feedback and addressing player concerns to improve the game long-term.



7. LIVE OPS

Timely Iterative Improvement.

Live ops drive ongoing player engagement. This involves regular content updates often syncing with other activity, in-game events, and community management. Keeping the game fresh, exciting, and profitable by nurturing a thriving player base.

2. SCOPE

Project Definition.

We'll determine the project boundaries with you. Creating a detailed scope of work, incorporating key milestones, benchmarks, features as well as budget and timeline. A clear scope paves the way for a successful project.





CASE STUDY

GAMEPLAY & ANIMATION

HAPTICS & CONTROLS

OPTIMISATION

When the world-renowned studio Oddworld Inhabitants approached Pockets to lead on the development of the Enhanced Edition of Oddworld Soulstorm, they were looking for both technical and design enhancements.

PLATFORMS



TECHNOLOGY



“POCKET SIZED HANDS HAVE BEEN AN IDEAL DEVELOPMENT PARTNER. THE TEAMS DEDICATION AND PASSION FOR THE PROJECT HAS SHONE THROUGH, WITH THEIR WORK AND COMMUNICATION CARRIED OUT TO THE UTMOST STANDARDS - I WOULD THOROUGHLY RECOMMEND POCKET SIZED HANDS AS A DEVELOPMENT PARTNER.”

Leaning on Pockets’ experience in optimisation, gameplay and animation, over the course of six months, Abe’s animations and controls were reworked and refined to enhance the core gameplay experience.

Working in close collaboration with creative vision holder Lorne Lanning and Executive Producer Bennie Terry, our team focussed on the DualSense controller’s haptic feedback, where the team simulated Abe’s heartbeat

reacting to high alert and suspenseful situations. The team worked extensively on Abe’s jumping aim too and as a result, Abe’s world reactive animation state system felt more natural and responsive.

Now Abe can scavenge, loot and possess with heightened enjoyment and immersion.

Bennie Terry // Executive Producer
Oddworld Inhabitants





CASE STUDY

UI & CONTROLS

EMERGENT GAMEPLAY

OPTIMISATION

Merge Games needed a specialist partner to adapt their commercially successful PC title, Smalland: Survive the Wilds, for the unique demands of VR. Over 16 months, we immersed ourselves in the Smalland IP to build a new adventure from the ground up, ensuring our work was always aligned with the original creative.

PLATFORMS

∞ Meta Quest

TECHNOLOGY

UNREAL ENGINE



“ADAPTING A MASSIVE PC WORLD FOR STANDALONE VR ISN’T JUST A PORT; IT’S A COMPLETE TECHNICAL AND CREATIVE RE-IMAGINING. IT WAS A FANTASTIC CHALLENGE THAT PUSHED OUR OPTIMISATION AND DESIGN TEAMS TO THEIR LIMITS. WORKING SO CLOSELY WITH MERGE GAMES WAS A BRILLIANT EXPERIENCE—THAT LEVEL OF TRUST AND SHARED VISION IS WHAT MAKES A COMPLEX PROJECT LIKE THIS A TRUE SUCCESS.”

Our engineers undertook a massive optimisation pass, enabling the vast world of Smalland to run smoothly on the targetted VR hardware. Meanwhile, our Design team developed an entirely new gameplay, leaning into the new UI and control systems.

We created emergent scenarios that felt native to VR, leveraging the platform’s unique strengths to bring players into the world on a new level. and working hand-in-hand with

Merge Games, the original IP creator, ensuring every new feature and interaction felt true to the Smalland universe, resulting in a genuine expansion of the IP.

Pockets delivered a high-performance VR title, expanding the Smalland franchise. We proved our ability to handle complex tech while driving creative design, turning a beloved PC experience into a true “Made for VR” adventure.

Alan Yeats // Chief Technical Officer
Pocket Sized Hands





CASE STUDY

MOBILE & CONSOLE

TRCs

OPTIMISATION

When Joey Drew Studios sought to bring their inventive and visually unique Bendy games to a massive new audience on consoles and mobile, they needed a technical partner they could trust.

PLATFORMS



TECHNOLOGY



JOEY DREW STUDIOS HAS HAD AN OUTSTANDING EXPERIENCE PARTNERING WITH POCKET SIZED HANDS. THEY EXPERTLY HANDLED PORTING FOR BENDY AND THE INK MACHINE, BENDY AND THE DARK REVIVAL, AND BENDY: LONE WOLF ACROSS XBOX ONE AND SERIES, PLAYSTATION 4 AND 5, NINTENDO SWITCH, IOS, ANDROID, AND EVEN EPIC GAMES STORE FOR PC. INCREDIBLY EFFICIENT, HIGHLY ORGANISED, AND TALENTED IN OPTIMISATION AND PLATFORM SPECIFIC REQUIREMENTS... AMAZING WORKING WITH THEM, AND EXCITED TO CONTINUE OUR COLLABORATION.

Our challenge was to port three distinct titles—Bendy and the Ink Machine, Bendy and the Dark Revival, and Bendy: Lone Wolf—across a complex matrix of platforms while maintaining the series' signature visual fidelity and ensuring flawless performance on every device.

Our engineers skillfully optimised each game to meet the specific requirements of each target platform, ensuring a smooth, high-quality experience whether on a high-end

console or a mobile device. Achieving full certification, meeting complex technical and submission requirements for each individual storefront, ensuring a smooth process and a successful launch on all platforms.

The Bendy franchise successfully launched across all target platforms, bringing the beloved series to millions of new players. We're proud to be a trusted, long-term partner for Joey Drew Studios.

Mike Desjardins // CEO & Co-Founder
Joey Drew Studios





CASE STUDY

MOBILE

LIVEOPS

GLOBAL IP

Adult Swim needed a long-term development partner to take full ownership of the live-ops for their highly successful mobile title, Pocket Mortys. For the last five years, Pockets have been the partner for designing, developing, and launching new content, including features, characters, and entire game dimensions, often under time-critical deadlines to sync perfectly with new seasons of the Rick and Morty TV show.

PLATFORMS

android 

apple  iOS

TECHNOLOGY

 Unity®



“WORKING WITH POCKET SIZED HANDS HAS BEEN AN AMAZING EXPERIENCE. ALL OUR ASKS, NEEDS, AND ISSUES WERE RESOLVED ABOVE AND BEYOND EXPECTATIONS AND IN A TIMELY MANNER. THE TEAM IS A GREAT GROUP OF PEOPLE WHO BRING A POSITIVE ATTITUDE AND OUTLOOK TO EVERY MEETING, NOT TO MENTION A GREAT STORY OR TWO. THE TEAM CARES DEEPLY ABOUT THEIR WORK AND THE GREATER COMMUNITY’S RESPONSE TO THEIR IN-APP IMPLEMENTATIONS. COULD NOT RECOMMEND POCKET SIZED HANDS MORE FOR YOUR DEVELOPMENTAL NEEDS!”

Pockets have served as the embedded live-ops team for Pocket Mortys, integrating seamlessly with Adult Swim, handling everything from routine bug fixes to major feature development. Our art and engineering teams built reliable pipelines for constant streams of new content, including over 200 new Mortys.

We took full live-ops ownership, managing bi-weekly events and support. We designed and launched major content

drops like the Anime Dimension, perfectly syncing with TV season premieres, all while re-engineering the Unity/NodeJS backend for IAP promos and improved stability.

Our long-term collaboration with Adult Swim has ensured Pocket Mortys remains a highly engaging and commercially successful title. We’re a trusted partner capable of handling the technical and creative demands of a major, evolving IP.

Adam Hatch // Producer
Warner Bros.



[adult swim]



LET'S TALK

We're the partner they call for the projects others say aren't possible.

A **TEAM** of expert engineers, designers, and producers. Game lovers, who live for solving the complex technical challenges that get them shipped.

Exceptional.
Reliable.
Proven.

I Can't Wait To Talk To You About Your Next Important Project

ALAN YEATS, CEO
ALAN@POCKETSIZEDHANDS.COM

PROUD PARTNERS WITH

[adult swim]



MAZE THEORY



A SCOPELY STUDIO



RIPSTONE



FIRESHINE GAMES



Fellow Traveller



numskull GAMES



merge



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