MEET THE 4TH FLOOR STUDIO

Goodgame Studios' new initiative, the 4th Floor studio, is a specialist PC client development team.

The 4th Floor studio is currently developing the company's first ever action-RPG title, using Unreal Engine 4. As Germany's leading developer and provider of gaming software, Goodgame Studios has pioneered a methodology of empowering autonomous and independent development teams.

The 4th Floor is a result of this dynamic strategy and represents a major investment in experience, talent, skills, and technology. The team is comprised of more than 70 highly talented professionals from over 22 nations, drawn from studios such as Blizzard Entertainment, Electronic Arts , Epic Games, and Riot Games.

The studio is led by William Corey Barnard, an industry veteran with over two decades of experience across the interactive entertainment industry. His insight and leadership are invaluable, particularly due to his experience as Development Director in household name studios such as Warner Bros. and Electronic Arts.

The confidence and investment that Goodgame Studios has in 4th Floor studio is reflected both in the caliber of its team and the technology being brought to bear. This includes the construction of a dedicated, state-of-the-art sound studio to produce unparalleled quality music, voiceovers, and sound effects, as well as post-production.

The 4th Floor's first game combines unique asymmetric, competitive, and cooperative gameplay in a way never seen before. The game will be launched for PC this year.







FACTS

- Established in June 2015
- First Goodgame Studios team to use Unreal Engine 4
- Dedicated sound production studio
- Community-informed game development
- First venture by Goodgame Studios into the core games market
- A brand new IP providing a unique gameplay experience
- More information coming soon...

GOOD GAME

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