

You don't have to develop a game backend

Backnd

Game backends are easier than you think with Backnd.

Service Overview

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Backnd is the most preferred **G-BaaS** in the ROK.

Connect the Backnd SDK to your project and build a backend in your game free of charge.

Here is a quick and convenient way to operate game backends for all companies from indie developers to large publishers.

Start your success with Backnd selected by over 3,200 developers.

Cumulative number of developers
using the service

3,256

1-day
transaction

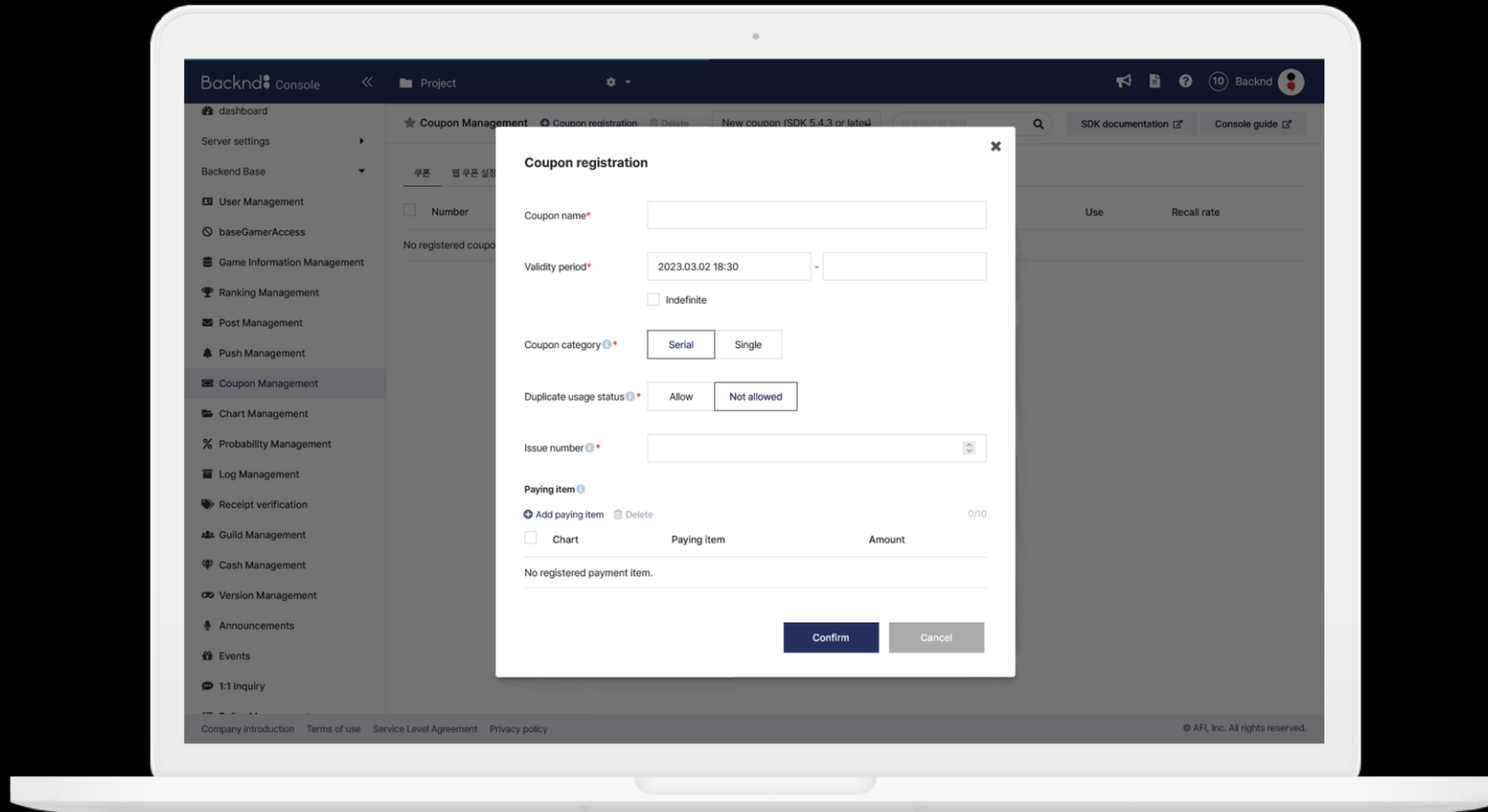
80,017,123

Cumulative number of
Game users

64,103,333

We provide 'Backnd Console' as a management tool.

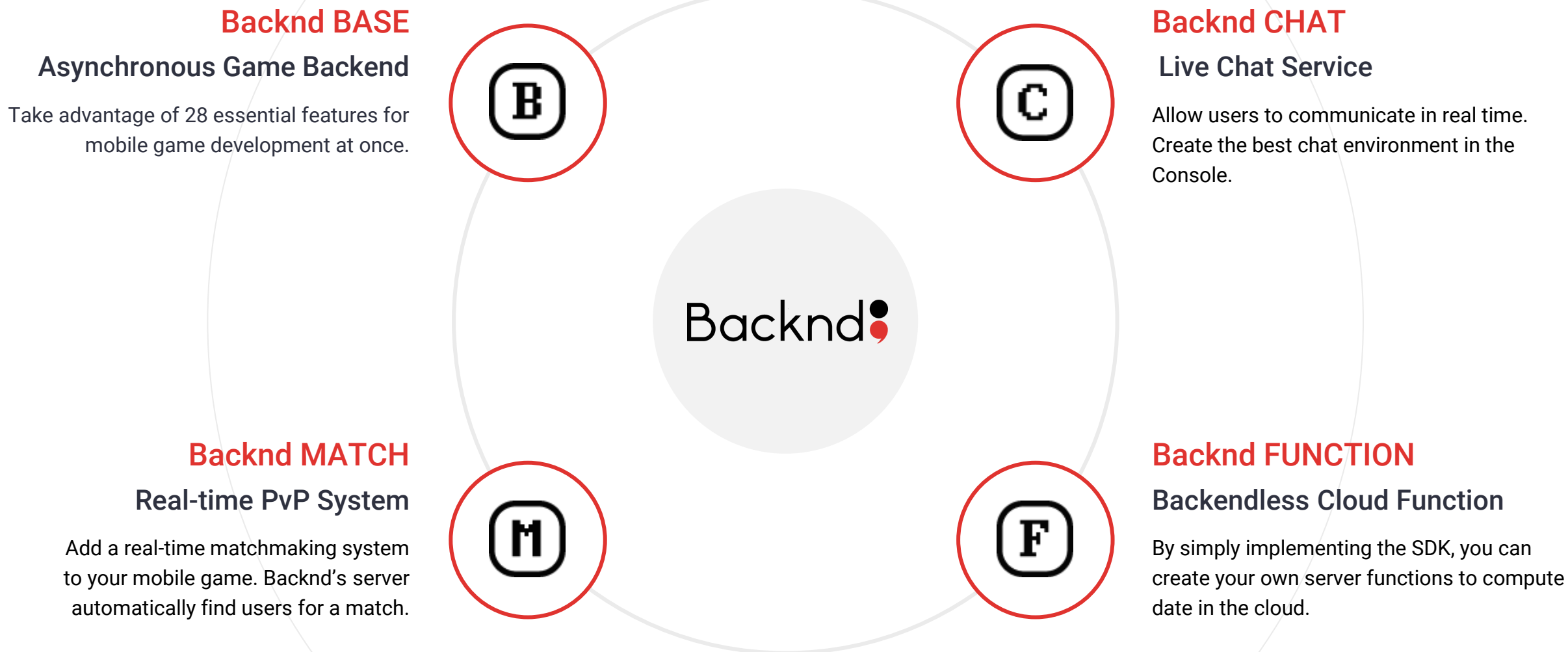
You can set up the game backend with just a few process in the Console, without difficulty.



Features



Key Features of Backnd





Backnd BASE

01 Simple but Powerful Service

By implementing the SDK, you can easily use all the functions. Focus on developing your game without worrying about technical problems.

02 A Wide Range of Features

Backnd BASE includes all the basic features necessary for both mobile game development and management.

03 Easy and Convenient Console

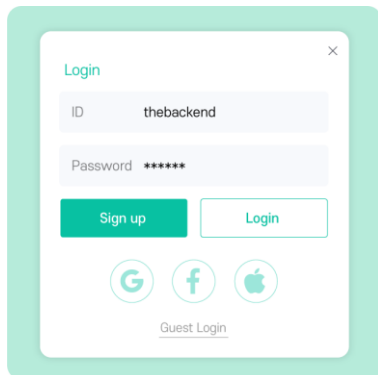
Keep track of data changing in the game and create optimal environments to promote user engagement through Backnd Console.

04 Auto Scaling

Backnd's server can be increased or decreased automatically based on the number of active game users. There's no problem with traffic due to large events or influencer broadcasts.

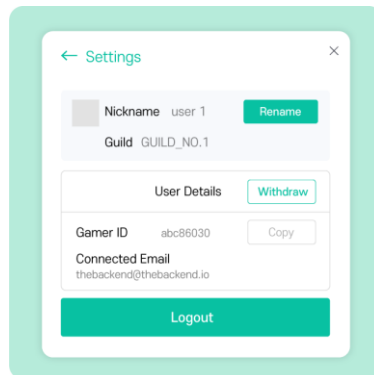
Backnd BASE

User Management



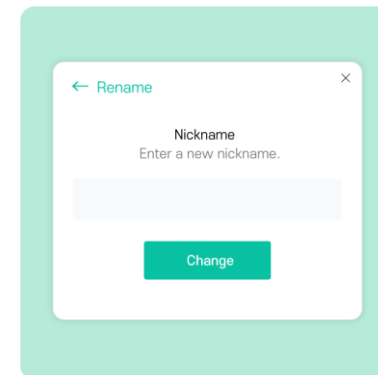
Sign-in / Login

- Custom User
- Federation User (Google/Apple/Facebook)
- Guest User



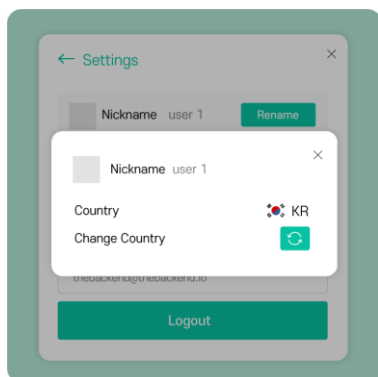
User data management

- Block malicious user
- View user information
- Find ID / Change password



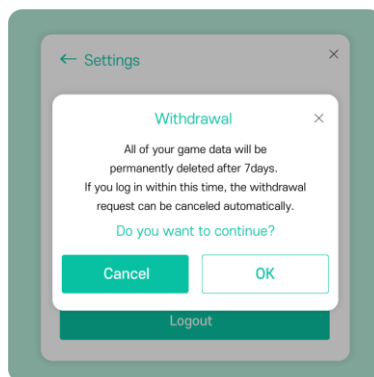
Nickname

- Change the user's nickname in the Console
- Allow users to create or change their nicknames



Country code

- Distinguish user by country code
- Create different notifications for different countries

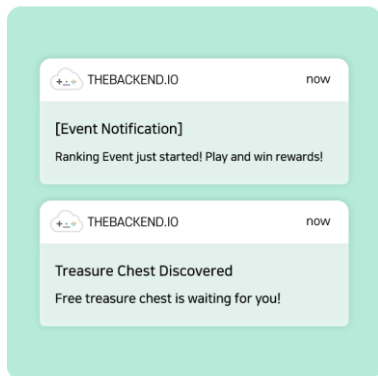


User withdrawal

- Force user to withdraw and delete game data
- Allow users to withdraw and delete game data

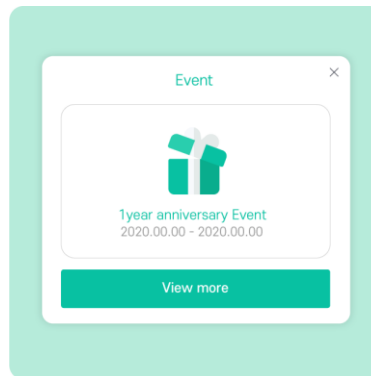
Backnd BASE

Game Operations / IAP Management



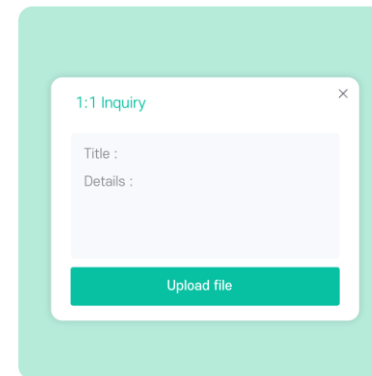
Push notifications

- Send real-time notifications
- Implement scheduled notifications
- Multilingual support



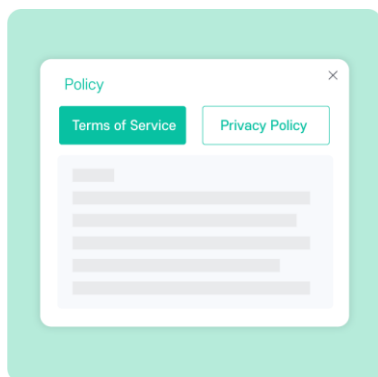
In-Game event / Notice

- Set the duration for events (Options: a day, a week, 30days and customization)
- Make a notice for game users
- Multilingual support



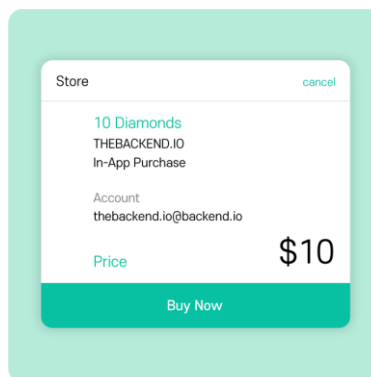
1:1 Inquiry

- Customize inquiry template
- Attach files as necessary



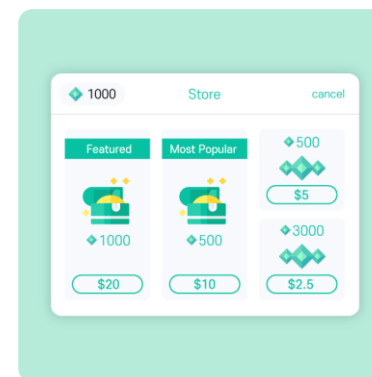
Policy

- Create and update the policy
- Get the policy through the SDK or url



IAP Receipt validation

- Validate Google/Apple receipt
- Validate through the Google/Apple server and verify a product ID



Game money management

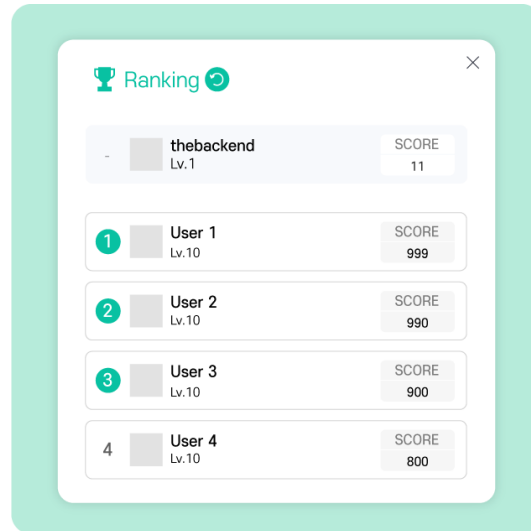
- Use the reliable game money
- TBC - only charged with the receipt validation.
- Manage game item for selling
- Manage user's TBC

Backnd BASE

Ranking System

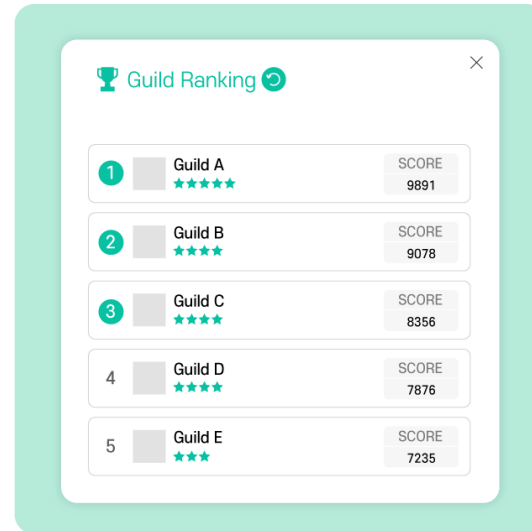
*There are five options for the ranked cycle

:daily, weekly, monthly, accumulated or one-time (The duration can be customized)



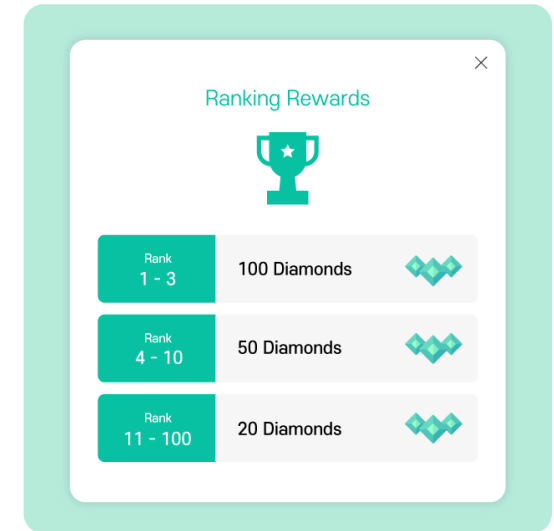
User ranking

- Update individual rankings in real time
- Search user's rank
- Delete malicious rank
- Additional information included as necessary
- Download ranking data as Excel file



Guild ranking

- Update guild rankings in real time
- Search guild's rank
- Delete malicious rank
- Download ranking data as Excel file



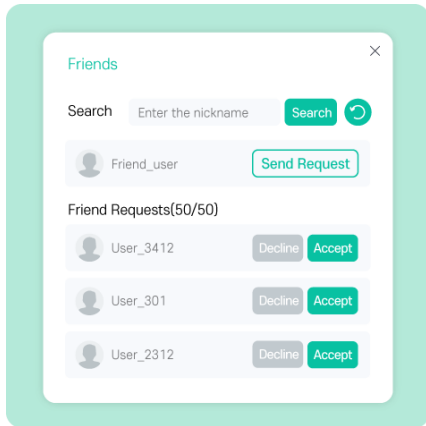
Ranked rewards

- Set up rewards for each rank
- Both user ranking and guild ranking are supported
- Send rewards through the postbox

* Guild ranking rewards are sent to all guild members.

Backnd BASE

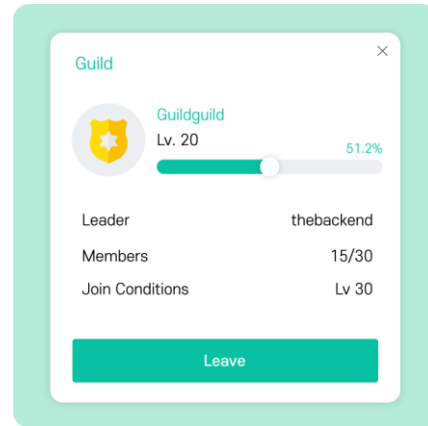
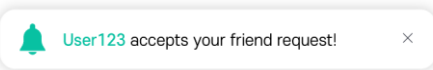
Social System



Friends

- Search and add friends
- Accept or decline friend request
- Limit the number of friends in the Console
- Show online status in the friends list

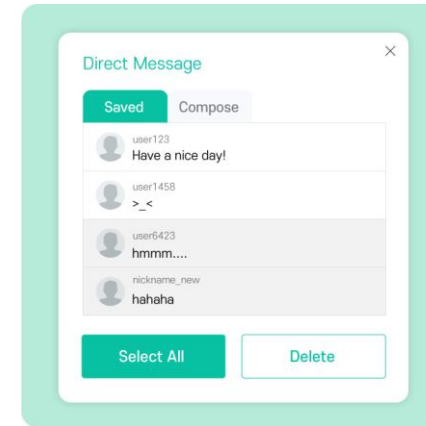
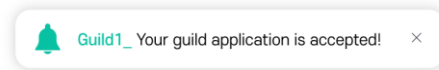
Real-time Notification



Guild

- Set the conditions to create a guild
- Set the joining conditions for the guild
- Manage guilds in the Console

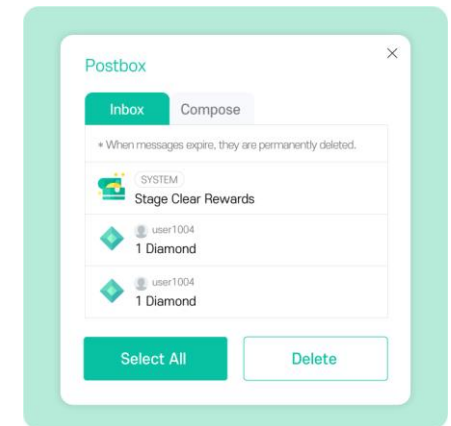
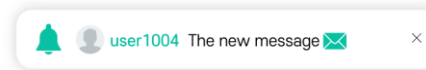
Real-time Notification



Direct message

- Send a private message
- Set SMS storage limit
- Set a maximum message size

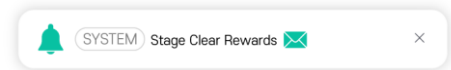
Real-time Notification



Postbox

- Reward users with sending in-game items
- Trade in-game items between users
- Multilingual support

Real-time Notification



Backnd BASE

Game Data Management

Console > Dashboard > Game data management

Game Data Management

Data Table

Table: Gamer Date

item Gamer ID inDate

Attribute

Attribute Key String = Value Add

Search Reset Filters

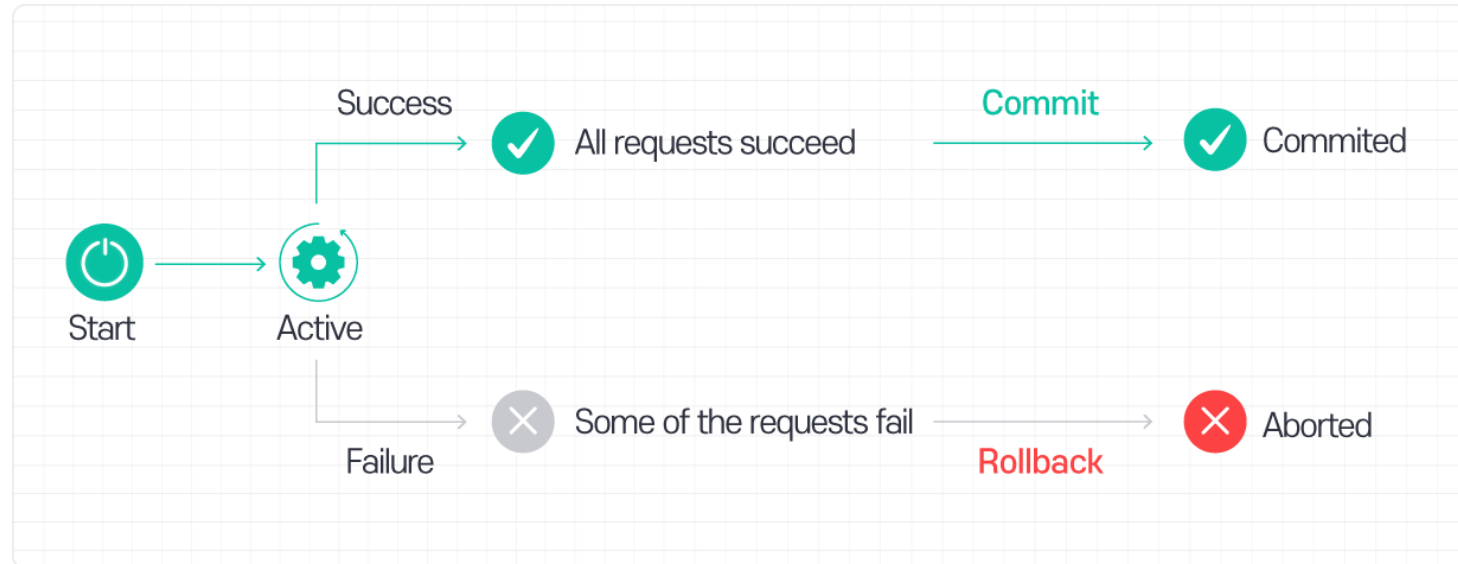
gamer_id inDate updatedAt attackPower client_date defensePower >>

Data management

- Both SQL and NoSQL are supported
- System for efficiently Implementing CRUD operations

*SQL have a predefined schema

NoSQL have dynamic schemas for unstructured data

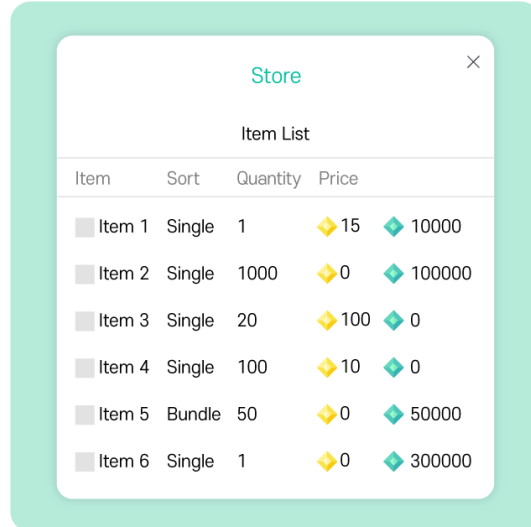


Transaction processing system

- Support transaction processing

Backnd BASE

Chart

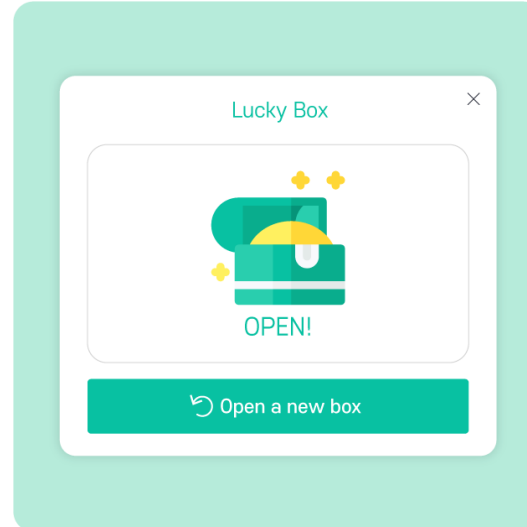


Item	Sort	Quantity	Price
Item 1	Single	1	15 10000
Item 2	Single	1000	0 100000
Item 3	Single	20	100 0
Item 4	Single	100	10 0
Item 5	Bundle	50	0 50000
Item 6	Single	1	0 300000

The data that commonly used for all users

- Upload chart files in the Console
- Get the chart data in the game and make use of it.
- Fix the data in the Console easily

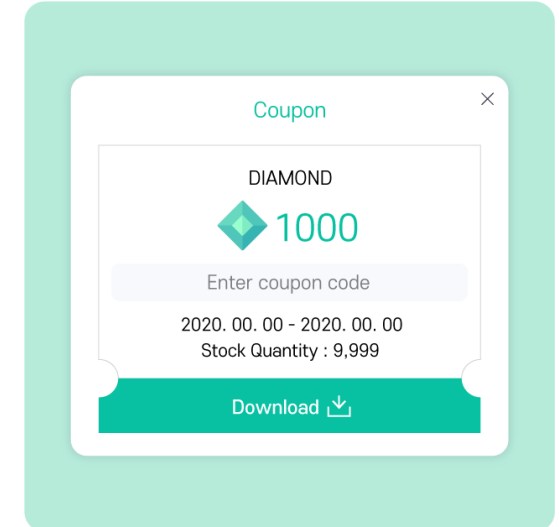
Probability



For probability-based items

- Upload file including probability expecting to calculate in the Console
- Get the probability from the server and make use of them for the random reward mechanisms

Coupon



Create and distribute coupons

- Create coupon with options
 - Expiration date
 - Code type
 - : serial code / single code / custom code
 - Redundant availability



Backnd CHAT

01 Auto Scaling

Backnd CHAT's server size automatically increases as the user increases rapidly. There is no traffic problem from large events or influencer broadcasts.

02 Easy and convenient Console

Customers can conveniently use the essential features of the CHAT through simple operation on Backnd Console.

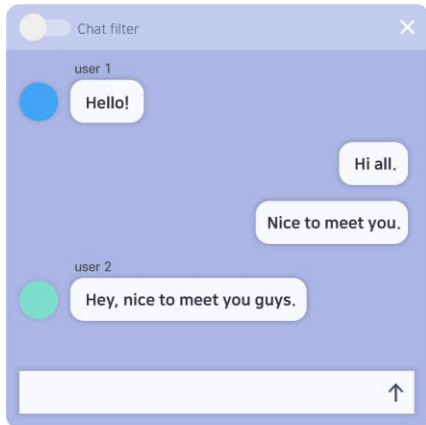
03 All Services, No additional cost

Backnd CHAT has Guild chat and message filtering service. All the CHAT features are free to use at no charge.

04 Simple but powerful CHAT

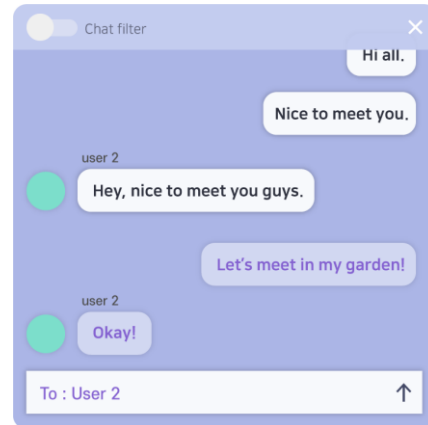
A few lines of code enable integrated chat, regardless of platform.

Backnd CHAT



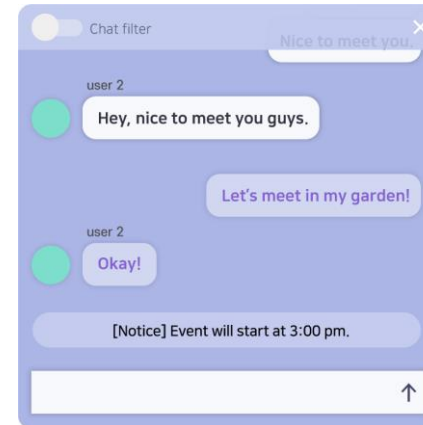
Chat message

- Send a message to regular channel or guild channel
- Send a message from the current channel



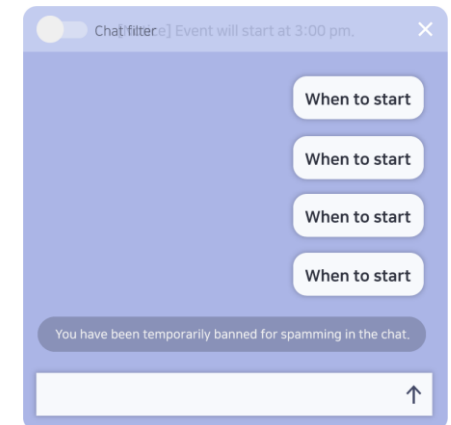
Direct chat message

- Send direct message to the user specified



Notice / Global chat

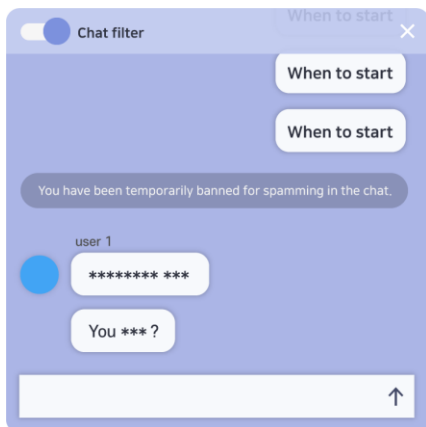
- Send a Notice/Global Chat to all channels from Console
- Register an admin account



Temporary ban

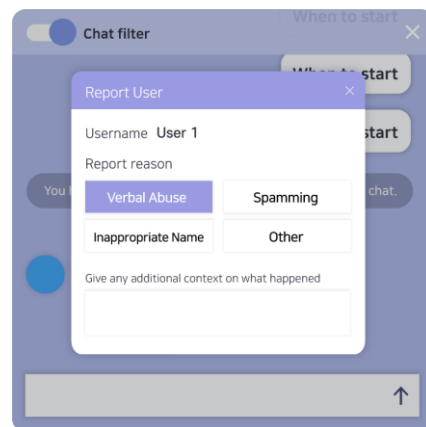
- Prevent repeated chat message
- Forbid chat for a certain period of time

Backnd CHAT



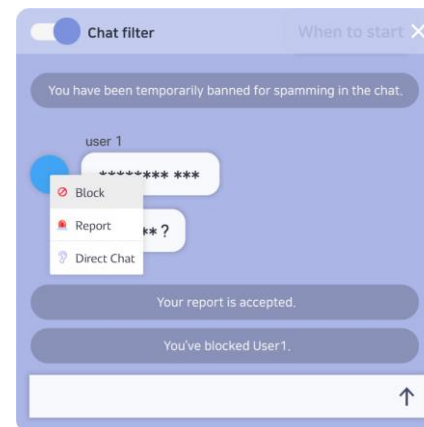
Filtering

- Filter profanities set on the Game
- Set the profanities from Console



Report user

- Report a specific user to a master
- Check the report details in Console



Block user

- Block users to prevent profanities and spam



Backnd MATCH

01 Auto Scaling

Backnd MATCH's server size automatically increases as the user increases rapidly. There is no traffic problem from large events or influencer broadcasts.

02 Various match modes and types

User can be matched on various modes such as 1:1, individual and team matches. In addition, it is possible to match users of similar skill based on score or MMR, and general match types.

03 Real-time play

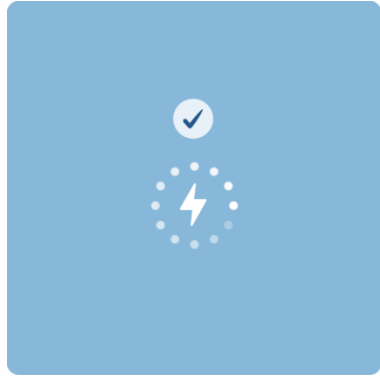
Backnd MATCH provides a real-time interactive game server.

04 No additional cost

All MATCH features are available at no additional charge.

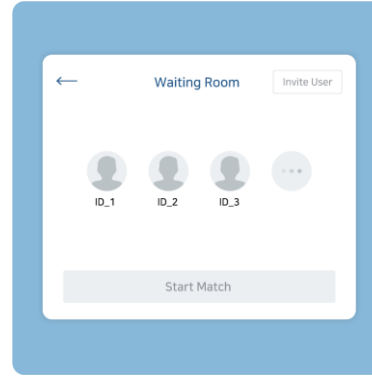
Backnd MATCH

Match Server



1. Connection

- Matching server connection



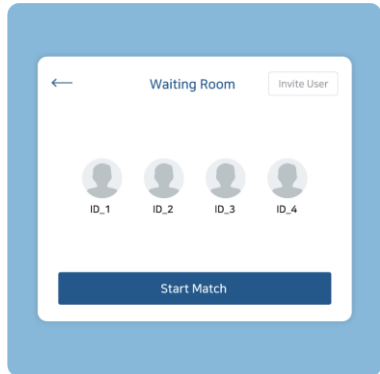
2. Create room

- Create a match making room to apply for matching



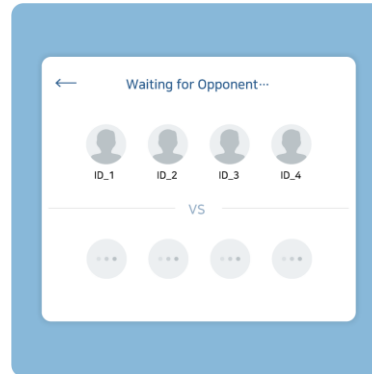
3. Invite user

- Invite user to a match making room



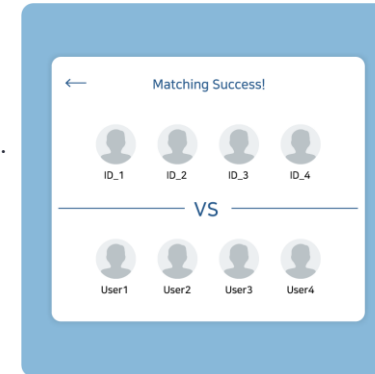
4. Entry of invited user

- Automatically enter the room when the user accepts the invitation message



5. Apply for a match

- Apply for a match with Specific match mode and type.
- When user is in room with other users, user can only apply for the team match mode. Or user can apply every match mode.



6. Matching success

Server finds users depending on the match mode and type. Then users can connect to In-game server using the information server has returned.

- Successful matching data
- Sandbox match status
- In-game server address
- Game room data to access

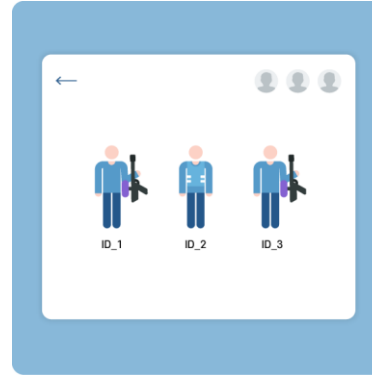
Backnd MATCH

In-Game Server



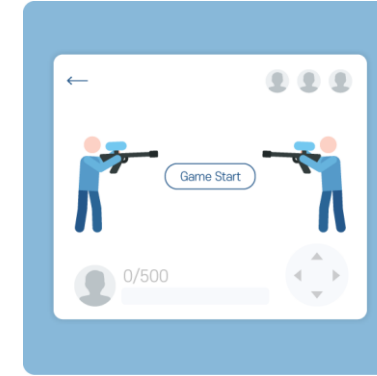
1. Connection

- Connect to the in-game server with the information received from the matching room



2. Connect to the game room

- Access to the game room using the token received
- Receive a list of user in the room and a success message of game room access



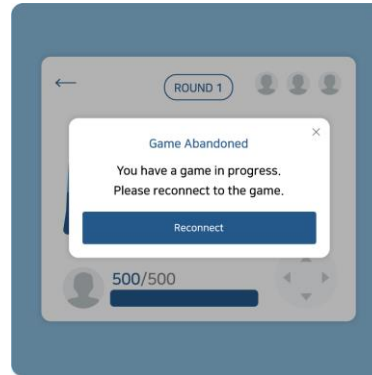
3. Start a game

- Game start message is sent to clients after the set waiting time



4. Send and receive binary data/chat

- Binary data and chat message can be sent
- Broadcasting to all users in the room



5. Reconnect

- Reconnect to the game when the client is abnormally terminated



6. Send game result / End a Game

- Put the result together and save the user result
- When the game ends, The user automatically closes the connection to the in-game server.

Backnd FUNCTION

- 01 C#**
It is possible to make it into C# grammar as you programmed on Unity.
- 02 All features of BASE**
Backnd FUNCTION serves all features of BASE
- 03 Safe from hacking**
The code is processed by the server, making it safe for client-side hacking.
- 04 Customizable server**
The customizable functions can be made separately and synced with Backnd

Backnd FUNCTION

01

The logic can be processed on the server rather than the client.

Create the following features and deploy them.

- Items with random stats
- Raid that all users can participate

04

In Backnd FUNCTION, all features of BASE can be called in the same way as using the SDK.

Some features may not be available during Beta service.

02

It works with the same grammar used in Unity.



Create cloud code using C# without having to learn new languages or frameworks.


05


Check request usage and logs easily from Console.

Easily check the logs left by FUNCTION on Console.

03

Easy to develop and deploy.

 **Visual Studio** FUNCTION officially supports extensions and templates in Visual Studio and VS Code.

 **VS Code**

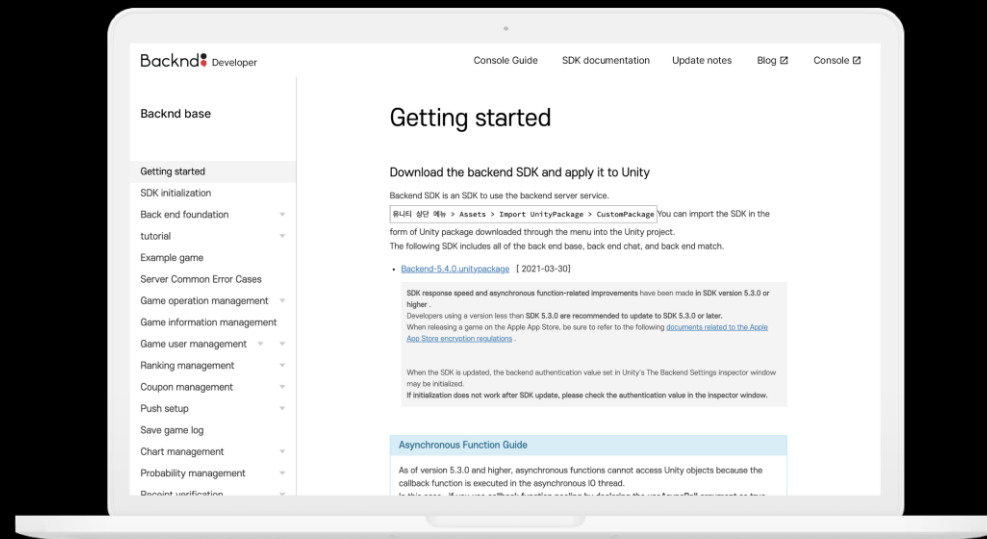
Debug and build locally without complicated settings. And try deploying and operating it as a server.

Technical Support

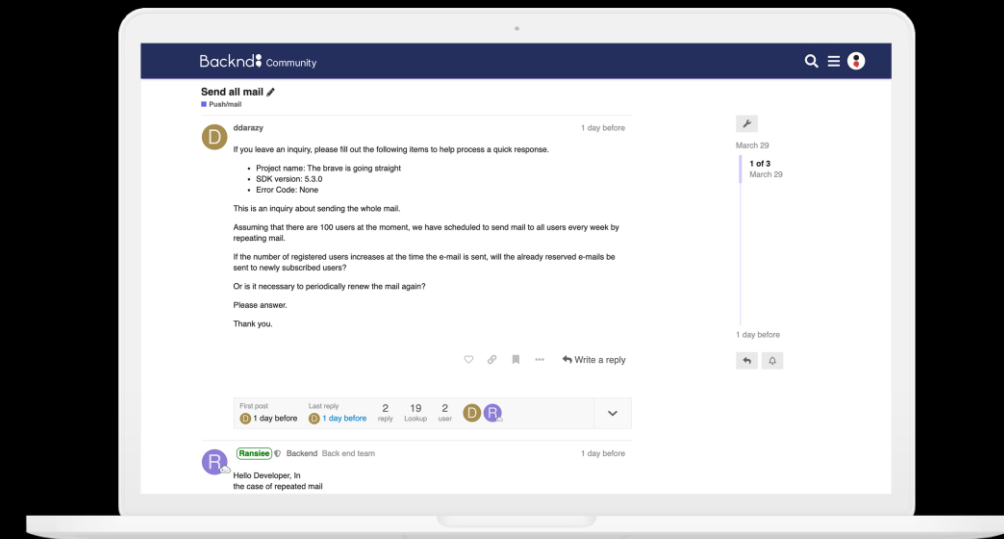
For developers

We communicate through various channels and provide personalized technical support.

Developer Document



Community



Case Studies



Games with Backnd

Case Studies



Forest Island

Simulation

1M+ Downloads



GRANDZENKA

Role Playing

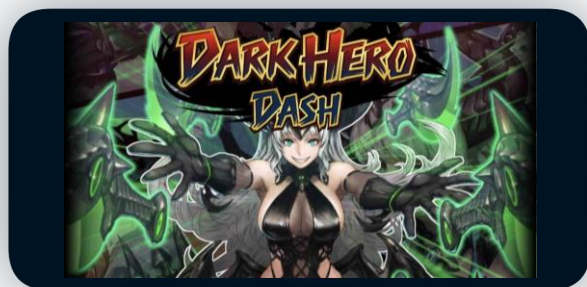
100K+ Downloads



Mr Hero

Role Playing

100K+ Downloads



Dark Hero Dash

Role Playing

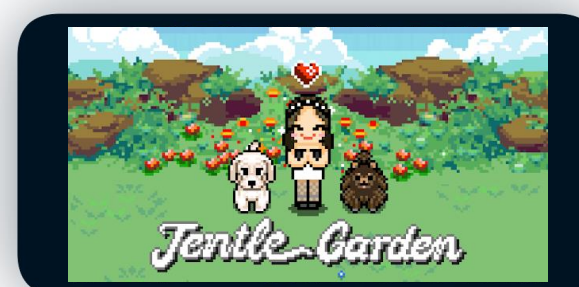
100K+ Downloads



Dark Survival

Casual

100K+ Downloads



Jentle Garden

etc.

GENTLE MONSTER's promotional game

Backnd

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