Evil Dog Productions migrated to an iWeb Dedicated Server to improve user experience.

Independent video game developer Evil Dog Productions migrated to an iWeb Dedicated Server in order to provide its customers with better community and multiplayer services.

Evil Dog Productions is a growing indie developer whose collaborators and users are geographically dispersed around the world. Their Flash and mobile games heavily feature multiplayer, community and high-score components. Games by Evil Dog Productions include Dark Siege, Road of the Dead, The Blind Swordsman, Beast's Fury and Punk-o-Matic.

THE CHALLENGE

The growing popularity of their game communities and the release of further multiplayer games had left Evil Dog Productions needing a higher-powered hosting solution that offered increased storage capacity and a higher degree of control over their server.

“We had been running a community website for our popular game Punk-o-Matic, where people can share the music created in the game,” says Evil Dog Productions’ Programmer/Partner Marco Arsenault.

THE SOLUTION

Evil Dog Productions migrated to a dedicated server in iWeb’s Montreal data center. After considering the complexity of the migration and the risk to their users’ data, Evil Dog Productions decided to employ iWeb’s On-Demand Management for assistance during the migration. A dedicated account manager was the point of contact for Evil Dog Productions’ hosting solution, server migration and ongoing needs.

“Servers are very complex beasts and many things can go wrong. If you’re not a trained server technician or server admin, you can be lost in a sea of settings and configuration files, stuck with bugs on your website and services. Fast tech support is crucial.”

THE RESULT

As well as providing a noticeable improvement for its existing players and community, Evil Dog Productions’ dedicated server has the capacity to accommodate many more users for forthcoming games and growing communities, with the option of scaling out its infrastructure should the need arise.

“iWeb has been supplying a very powerful dedicated server that makes all our systems run smoothly and quickly. It has improved our sites’ performance and allowed us to have a very responsive multiplayer server,” says Marco.

INDUSTRY

Game development

CHALLENGE

Migration of multiplayer and community services to a higher-powered hosting solution with increased storage capacity and improved control.

SOLUTION

• Dedicated Servers
• Server Migration
• Management On-Demand

RESULTS

• Improved user experience
• Smooth & quick system performance
• Increased server storage capacity
• Successful & consistent data migration
• Server administration on-demand
“The popularity of this site was our main reason for getting a dedicated server, as a shared server did not have the power to run such a huge website. It was also necessary to have full control over the server for our other games with high scores and multiplayer components.”

The challenge for Evil Dog Productions was that with repertoire of 21 popular games migrating servers was a complex prospect. Careful attention was required in order to maintain data access and integrity for the players who relied on the data on Evil Dog Productions’ servers.

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“The main concern with any server provider is the level of customer support they offer,” says Marco. “Servers are very complex beasts and many things can go wrong. If you’re not a trained server technician or server admin, you can be lost in a sea of settings and configuration files, stuck with bugs on your website and services. Fast tech support is crucial.”

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As well as providing a noticeable improvement for its existing players and community, Evil Dog Productions’ dedicated server has the capacity to accommodate many more users for forthcoming games and growing communities, with the option of scaling out it’s infrastructure should the need arise.

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“The support we've had was fast considering the complexity of our migration. We definitely felt that iWeb was a dynamic company where you're not treated as a number. They really took care of the migration and it was a relief.”