Adobe® Gaming & Mat Dickie: *Wrestling Revolution*

Going to the mat

Mat Dickie, independent PC game developer renowned for his work in the wrestling game niche, is growing his business by embracing small touchscreen gaming on mobile and tablet devices. Proof positive is *Wrestling Revolution*—a retro-style game Dickie created using Adobe Gaming technologies—where players tap, pinch, and swipe their way to victory in the ring.

Wrestling Revolution, Dickie's first major touchscreen project, has surpassed 100,000 downloads and hundreds of five-star user reviews just two months after launch. "Adobe Flash® Professional and Adobe AIR® opened up a new world for me, enabling me to simultaneously develop for Android™ and iOS, as well as release PC and Mac versions of my creation—a win-win situation for me and for players," says Dickie, who single handedly created *Wrestling Revolution* in six months, including the programming and art.

"The future is bright as Adobe Gaming technologies help solo game creators like me forge new career paths alongside mainstream developers."

Thirteen limbs

Wrestling Revolution handles up to ten wrestlers and dozens of interactive props in the ring at the same time, enabling players to create hundreds of characters, each with 13 customizable limbs that can be individually animated to showcase the natural, yet unpredictable moves that wrestling fans love. Dickie relies on Adobe Flash technology to manipulate animated images on a massive scale, and to adapt thousands of source images to deliver optimal resolution on each device—a tremendous advantage when releasing the same game on different sized mobile, tablet, and desktop screens.

"The resource management in Adobe Flash Professional is astonishing, resulting in a game that is bursting with content, and ushers in an innovative animation method in the retro wresting game genre," says Dickie. A newcomer to Adobe ActionScript®, he quickly learned the language and how to create an optimal gaming experience. This achievement—coupled with recent advances in Adobe AIR—results in delivery of the same high performance experience across screens inside an intuitive control system that gives players the feeling that anything is possible.

Rapidly mastering Adobe Gaming technologies has produced immediate financial returns—via ads in a free download with the option to purchase the full version—and great personal satisfaction for Dickie. "The future is bright as Adobe Gaming technologies help solo game creators like me forge new career paths alongside mainstream developers."

Results

• Transitioned career from desktop gaming development to mobile and touchscreen
• Developed once, deployed across multiple devices
• Achieved rapid, massive adoption across distribution points

Adobe products used include:

• Adobe Flash Professional, Adobe AIR

For more information
www.adobe.com/go/gaming
www.mdickie.com