3D Applications

Development Portfolio

ASSIST
Innovative Minds

About us

ASSIST Software was founded in 1992 and is a software company based in Suceava, Romania. ASSIST Software specializes in outsourcing software development projects.

28 Years of Experience

200+ Full-Time Employees

240 Clients around the world

463 Projects Completed since 1992

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3D Applications

Development Portfolio

ML-DRIVEN SWARM DRONES

The Machine Learning-Driven Swarm Drones is an R&D project developed by ASSIST Software in cooperation with one of our clients with the main purpose of **disrupting** the way **simulation software** is used by training users to control and augment their high-level strategic actions with the help of autonomous drones. The application focuses on **military scenarios**, but the core logic is flexible enough such that the application can easily be used for other purposes.

To achieving this target, the application has four spearhead core features:

- a combat AI and a path-finding solution that can be used in large-scale scenarios with a focus on swarm behavior

- a finite state machine AI that decides each primary action such as moving, collision avoidance and weapon fire.

- a machine learning component that will replace or augment the human player in controlling the drone swarm by high-level strategic commands

- a user interface capable of providing the user with a wide range of input options and real-time data.

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SOGEM

SOGEM is a multi platform application for Android, iOS, Windows Phone, PC standalone and compatible web browsers using WebGL technology.

The app is a 3D stair configurator where the customer can configurate and filter the perfect stair for his home, depending on his preferences and the physical requirements of the room.

With 5 stair families and over 70 configurable stairs, the application is the perfect guide for any potential buyer.

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Virtual Biodome

The machine learning driven virtual dome through its disruptive technologies desires to change the way we perceive learning materials and bridge the gap between theoretical "know how" and practical usability in a wide range of fields.

MACHINE LEARNING AGENTS
Analyse the input data (earth mineral composition, water volume, temperature) and add the required corrections to achieve a biodome that sustains the growth of plants in the best condition.

VR READY
Provide an immersive and exciting learning experience with fully integrated HTC Vive and Oculus Rift hardware.

REAL-TIME PROCEDURAL VISUALIZATION SOLUTION
Displaying the impact of the external factors on the plant's growth and life cycle

KNOWLEDGE PLATFORM
Analyzing and simulating the complex processes and environmental factors that impact the growth of plants

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Hooman Invaders

Hooman Invaders is a free to play 2D tower defense game for iOS and Android mobile devices, placed in an original and unique fantasy universe. The game in constructed around a story driven campaign and an endless wave mode for testing the player's skills against each other.

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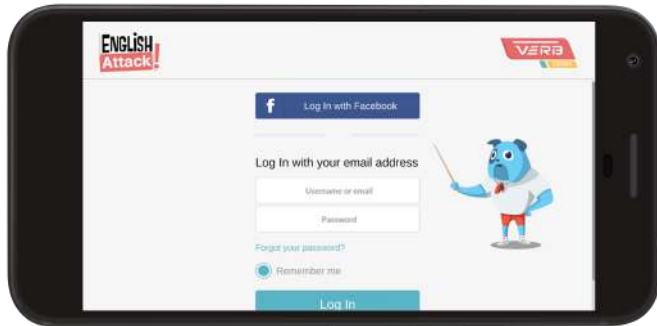
English Attack

English Attack! is the first English-language learning service specifically designed for the digital generation.

We are involved in developing and improving current version of English Attack!. One of our important goals is to optimize the website, increasing its performance by using CDN and special caching techniques.

At the same time a set of games have been developed in Unity 3D game engine and integrated in the website and as standalone mobile apps.

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Zelgor

Zelgor is a free to play iOS mobile world conquest game. The core game features three distinct mini games with different mechanics and gameplay that interact with each other in a natural way.

To conquer new territories the player needs to expand his army numbers to have the necessary paratroopers for the missions, by attacking other commanders on the battlefield. During the game the player gains the necessary equipment to conquer further territories.

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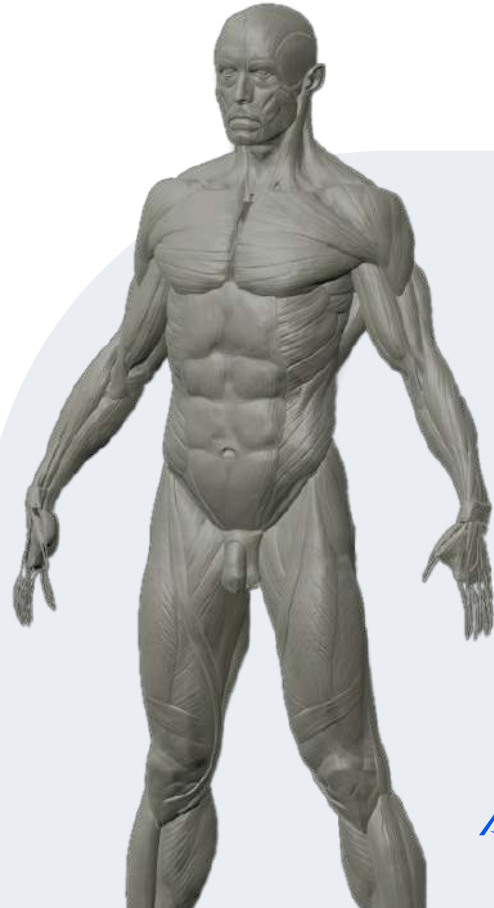Innovative Minds

Titan19

Project codename Titan19 is a next generation multiplatform game development by ASSIST Software as an internal product. The focus is to create the best user experience and at the same time take advantage of the next generation features provided by Unity 2019 game engine. A key feature for the ingame store will be the use of blockchain technology for item generation and market transitions.

The game will be fully 3D with an open world sandbox system that will drive the core mechanics forward.

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Virtual Anatomy

The virtual anatomy proof of concept is a R&D internal project focused on learning and growing the expertise in VR tehnologies in Unity game engine for education focused applications.

The scope and functionality of our product is meant to provide an immersive and exciting learning experience for artists, students, schools, etc., set within the realm of VR. Although endlessly broad in its adaptability (virtually any field of study explicable via 3D real-time visuals), our tool focuses on the fascinating discipline of artistic human anatomy.

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passion. innovation. fun.

Digital **challenges**?
Let us help you!

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