

Solid Clouds soft launches its latest game Starborne Frontiers

The Icelandic video game company Solid Clouds has completed a major development milestone for its latest game, Starborne Frontiers. It is now available in Apple's and Google's app stores. This is the start of the game's soft launch process.

User feedback, engagement and monetization data gained during the soft launch period will be used to iterate and fine-tune the game. When Starborne Frontiers has reached the required thresholds regarding Key Performance Indicators (KPIs) the marketing efforts will be scaled-up. The next major milestone will be the full global launch.

The game is designed for mobile devices, but will later be made available in a PC version. Starborne Frontiers is a role-playing game in which the player takes on the role of a commander that collects and upgrades a fleet of spaceships to explore, organize and conquer the Starborne universe, which is full of excitement and battles.

"The start of the soft launch of the game is a huge milestone for Solid Clouds and the development team who have worked hard to achieve the goals we have set for ourselves. Everyone can access for free the game via the app stores and we are looking forward to receiving feedback from players. We're getting closer to the final version of the game with constant improvements as we fine-tune and develop it further", says Stefán Gunnarsson, CEO of Solid Clouds.

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Attachments

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