



— THANKS FOR GETTING IN TOUCH

Here's what happens next.

David reads every enquiry personally, and we'll reply within 1–2 business days. While you wait, this guide answers the questions most clients ask before a project starts.

What happens next



You get in touch
Done. Thank you!

2

We reply
Within 1–2 business days, with a few questions.

3

Discovery call
A free 30-minute call to talk through your project.

4

Proposal
Approach, timeline and costs in 3–5 working days.

— WHY OCEAN VIEW GAMES

A small senior core, scaled around your project.

Two permanent senior Unity engineers lead every project, with no junior layer in the core team.

You speak directly to the engineers building your game, not an account manager. When a project needs art, UI/UX, audio, backend or QA, we bring in specialists we've worked with before, and the core team stays accountable.



Unity Certified Expert
Certified by Unity Technologies



Former Jagex developer
Technical Developer at Jagex on RuneScape Mobile



Ukie member
The trade body for the UK games industry



Registered in London
UK hours (GMT/BST), working with clients worldwide



Direct access to engineers

The people building your game join every call and technical decision.



Clear costs up front

Well-defined scopes are priced against agreed milestones before work starts.



Honest advice

We'll push back on a brief that won't work, and say so if we're not the right fit.

— ORGANISATIONS OUR TEAM HAS WORKED WITH

BEFORE WE START

Common first questions.

Q Do I need a full brief?

No. An unfinished brief is welcome. Tell us your idea, your existing project or the problem you need solved, and we'll shape the rest together on the call.

Q Will you sign an NDA?

Yes. We're happy to sign an NDA before you share any details of your project.

Q Who will I be talking to?

David and Adam, who would build your game. David reads every enquiry, and you'll speak with them directly, not a salesperson.

Q What kinds of projects do you take on?

Unity games and interactive products: commercial, educational, mobile, PC and browser. We also take over existing Unity projects.

Q Can you work alongside our team?

Yes. We can own most of the Unity development, or join your team and work in your repositories, task tracker and sprints.

Q Is there anything you don't take on?

NSFW content, real-money gambling, social casino and equity or revenue-share deals. If a larger studio would suit you better, we'll tell you.

HOW THE PROCESS WORKS

Work directly with David and Adam.



David
Principal Unity Engineer



Adam
Lead Unity Engineer

1

Discovery

A call with David and Adam about your goals, audience and timeline.

2

Scope & Proposal

We turn that into an approach, timeline and costs, usually within 3–5 working days.

3

Development

We build in short stages and share playable builds as we go.

4

Testing & Delivery

We test on real devices throughout, then hand over the final builds.

5

Support

A 30-day bug warranty, and we're on hand for ongoing support.

Q How soon can work start?

Once the contract is signed and the deposit has been paid. We'll agree a start date with you as part of the proposal.

Q How will I see progress?

Regular playable builds where appropriate, plus updates on what's done, what's next and any decisions we need from you.

Q What if our priorities change?

That's normal. Changes to the agreed scope are quoted separately, and time-and-materials work gives evolving projects more flexibility.

Q Which tools do you use?

Yours. We work with GitHub, GitLab, Perforce, Plastic SCM, Jira, Slack and Microsoft Teams, and adapt to your workflow.

 COSTS AND OWNERSHIP

Costs, payments and your IP.

Q How much will it cost?

It depends on scope, platforms, content and how much wider production is needed. After the discovery call we send a proposal with clear costs, using one of these. Existing Unity project? A fixed-price Rapid Audit (£1,250, 2 working days) is a good first step.

Fixed price

Well-defined scopes, priced against milestones

Time & materials

Evolving work, billed on time used

Co-development

Our engineers inside your team

Paid scoping

Feasibility, approach and a costed plan

LiveOps retainer

Monthly support for live games

Q How do payments work?

Fixed-price work starts with a 25–50% deposit, due within 14 days. The rest is paid in milestones tailored to your project, with invoices due within 30 days. Prices exclude VAT.

Q Who owns the code and IP?

You do, once the work is paid in full. Any existing OVG tools are named in the contract and licensed to you, and third-party assets keep their own licences.

 SUPPORT

What if something goes wrong?

Q What does the 30-day warranty cover?

For 30 days after delivery, we fix defects introduced by our work at no cost. New features, scope changes and issues caused by later changes on your side aren't covered.

Q How do I report an issue?

Email info@oceanviewgames.co.uk with what happened, how to reproduce it, the device or platform, and a screenshot or video if you can. We'll reply within 1–2 business days.

Q What happens after the 30 days?

Choose what suits you: a LiveOps retainer for monthly content, events, balancing and fixes; ad hoc fixes billed on time used; or new work quoted per request.

Q What happens at the end of a project?

We hand over the agreed code, documentation, build steps and any known issues, so your team or a future partner can pick it up.

 IN THE MEANTIME

Anything to add? **Simply reply to our email.**

Send any extra details, links or files by replying to our email, and we'll go through them before the discovery call.



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