Data sheet

eCrossminton's creative company
Daydream Software

Release date
03/04/2019

Oficial page of the game
www.daydreamsoftware.es/portfolio/ecrossminton/

Contact email
info@daydreamsoftware.com

Social networks
Instagram: www.instagram.com/daydreamsoftware
Twitter: www.twitter.com/DaydreamSoftwar
Facebook: www.facebook.com/DaydreamSoftwareDev

Platforms
PS4 from 03/04/2019
Steam from 03/07/2019

Price
About 15€

Description of eCrossminton

Crossminton is the first and official videogame of crossminton in console, an exciting, frenetic and innovative racket's sport without net.

We are facing a sport videogame based on crossminton, a racket sport borned in Germany in 2005. It is played in twenty six nations and it continues to expand through the ICO (International Crossminton Organization), this organization has been involved in the development of this videogame

It has multiple game modes: tournament and leagues of individual or doubles matches, as well as intense minigames up to four players and a challenging arcade mode. This game offers to experience with more than twenty professional players, available with their own attributes and skills, besides several scenarios to play with split or fullscreen.

Features

- **Scenarios:** The crossminton game stands out because it can be played in all environments and under any circumstance. In the game we wanted to reflect that, so there are maps in different places and in different situations, to transfer to the virtual the possibilities that it has in the real thing.
- **Tournament:** In tournament mode, eCrossminton allows you to play up to 32 people who face each other to show who is the best and who gets on the podium.
- **Real characters:** Thanks to our collaboration with the ICO (International Crossminton Organization) we had access to the best players in the world, so in the game you can find those who lead the international lists, from all countries.
- **Arcade:** A fun way to test your skills and play with your friends on the same screen, showing who is the best at crossminton.

History of Daydream Software

The name of Daydream Software was created long before the team was made up of the three that now form it. Aday Melián used that name for the projects he did as a videogame developer in an autonomous way, but it was not formalized as a company until 2018, where thanks to the agreement with PlayStation Talents, the team decided to form the company to continue on this path and start to dedicate to video games in a professional and independent way.

In 2018 and during the development of eCrossminton for PS4, Daydream Software SLL was created, whose components are Aday Melián as CEO, producer and designer of video games, Daniel Pérez as CTO and commercial leader and Dácil Melián as CMO, marketing leader and director creative.

Awards and recommendations

- eCrossminton has not been submitted to any contest.
- It has not been released yet, so it has no recommendations.

Selected articles

- **"eCrossminton, el nuevo deporte digital"** La Opinión.

  https://www.laopinion.es/opinion/2018/11/26/ecrossminton-nuevo-deporte-digital/931365.html

- **"eCrossminton: deporte tradicional y videojuego se dan la mano"** La Opinión.

  https://www.laopinion.es/opinion/2018/09/03/ecrossminton-deporte-tradicional-videojuego-dan/906817.html

- **"eCrossminton: un videojuego con talento canario"** Canarias7.

  https://www.canarias7.es/sociedad/ecrossminton-un-videojuego-con-talento-canario-BJ6865663?fbclid=IwAR0-u2aMJjsOQwG23kDPs8lbYBM9dsOYeJSkFISTnJOwEHVtr4aEo-JE-pg

About developers

Aday Melián Carrillo: CEO, producer and game designer..

"My great professional and personal goal is to live designing and programming videogames. Influenced by this culture from my childhood until today, I trust in my technical and creative abilities to be able to reach it."

Daniel Pérez Mendoza: CTO and commercial leader.

"Pixel art lover and gamer since I have conscience. I love all kinds of games but I have great devotion for 2D. The world without music would be the closest thing to not having life. Long live Sonic."

Dácil Melián Carrillo: CMO, marketing leader and creative director.

"I found one of my passions in the 3D world, which is perfectly combined with my taste for games and my creative ability. I'm a lover of the Start Wars universe, I love writing and I'm a Hufflepuff at heart."

Créditos

Daydream Software Team
Aday Melián, Daniel Pérez y Dácil Melián

CEO, Game Designer and Programmer
Aday Melián

CTO and Programmer
Daniel Pérez

CMO, ART Director and 3D Modeler
Dácil Melián

Diseño UI/UX - UI/UX Design
Luis de Miguel

Animadores 3D - 3D Animators
José Antonio Portillo (Boogie Man)
Ángel Pancorbo

Riggers
Yolanda Aparicio
Jesus Reynaldo Quispe
Pablo Ebed López

PsTalents
Roberto Yeste
David Suárez
Daniel Sánchez
Iker Uncilla
Paloma Aragón
Álvaro Sierra
Adrián Rivero

Technical Assistant
Manuel Martínez

Música - Music
Adrián Berenguer
Declan DP
MBB

Contact

If you want to contact Daydream Software, do not hesitate to send an email to info@daydreamsoftware.es and we will answer you as soon as possible. We are a team with great willingness and initiative, so if we do not answer you soon, do not hesitate to send the email again.

You can also contact us through our social networks on facebook, twitter, linkedin or instagram.