## The Hotel Project: Merge Game

Client:	Next Epic
Platforms:	IOS, Android
Service:	Localization
Language:	English $\rightarrow$ Portuguese (Brazilian)
Words:	5012

Challenge: Localizing a game is always an exciting and creative process, but it has a great many nuances. The chief nuance in this project was the names of the characters, objects, and locations. We had to coordinate with the client on how to go about localizing these lexical units, formalize the decision, and give the translator instructions that were easy and convenient to apply in practice.

Solution:

We coordinated with the client on key principles for handling names and titles in translation. Then we compiled a glossary that helped the translator to correctly handle terms in different groups: some are to be translated, others transliterated, and still others left in the original language.



## **Your Dream Hotel**

<u>Next Epic</u> is a fresh new game studio based in Armenia. The studio focuses on unique gameplay mechanics, attention to detail and fun. The team loves to create and play games.

