



Tanzu Observability helped Space Ape perfectly prepare for the launch week of *Rival Kingdoms*



Space Ape seamlessly grew their monitoring capability by 300 percent in preparation for a large influx of players



Space Ape built in custom events and alerts backed by rich data using Tanzu Observability

# Space Ape

VMware Tanzu Observability™ helps Space Ape scale their mobile games to millions of players

## About Space Ape

Space Ape Games is an award-winning mobile games company founded in 2012. They launched *Samurai Siege* in 2013, which has over 15 million downloads. In 2015, they launched the critically acclaimed *Rival Kingdoms* game, featured in the coveted Global Editor's Choice list by Apple and played by millions worldwide.

## The challenge

Space Ape started using Tanzu Observability in response to the monitoring challenges of running a game on the scale of *Samurai Siege*. The incumbent monitoring platform struggled to cope with the number of metrics they wanted to track. Scaling it proved to be a manual, costly process.

With their stated aim to grow with each game released, Space Ape wanted to make sure they picked a monitoring partner that could match their ambitions. They identified Tanzu Observability and its particular advantages and worked to migrate their monitoring system to Tanzu Observability's real-time analytics platform.

## The solution

As they built their next game, *Rival Kingdoms*, they continued to improve their monitoring through Tanzu Observability. They built in custom events and alerts backed by rich data. "We used it for analyzing trends in the game and, particularly, for rapid diagnosis of faults and resolutions. At the more cutting edge, we started to use statistical functions in the rich metrics language of Tanzu Observability to look more abstractly at our data," said Nicholas Walker, Head of Technical Operations at Space Ape Games.



### INDUSTRY

Gaming

### HEADQUARTERS

London, United Kingdom

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Learn more about VMware Observability at <https://tanzu.vmware.com/observability>.

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As they approached the launch of *Rival Kingdoms*, they started to spin up greater capacity across all of their technologies. Tanzu Observability actively engaged, seamlessly growing their monitoring capability by 300 percent in preparation for a large influx of excited new players.

### The results

Alongside prioritizing of any critical issues encountered, Tanzu Observability helped Space Ape perfectly prepare for launch week, giving them both the information to know when they might encounter a snag, and the data to prove their newfound success.

“With *Rival Kingdoms* and our forthcoming games, we are confident in Tanzu Observability to continue to scale with our business,” said Walker. “We benefit hugely from Tanzu Observability’s ability to deliver rapid insight into recent and historical data about our platform and share it with the users that need it.”

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“Tanzu Observability actively engaged with us, seamlessly growing our monitoring capability by 300% in preparation for a large influx of excited new players. We were able to utilize the platform to perfectly inform us about where we hit a snag, and visualize the data to prove our newfound success. With *Rival Kingdoms* and our other upcoming games, we are confident in Tanzu Observability’s ability to scale with our business.”

NICK WALKER  
HEAD OF TECHNICAL OPERATIONS,  
SPACE APE GAMES

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