# M2H History & Milestones

- **2004**
  2004 - 2008: Was the time of Mike's hobby game development, everything was web based (PHP+MySQL). Mike was creating some websites for clients and created multiplayer browser based games. Matt created some 3D stills for Syrnia and helped on the side here and there.
  - Feb
    - Registered domain name M2H.nl
  - June
    - Browserbased game Warrior Fields created ([www.WarriorFields.com](http://www.WarriorFields.com))
  - December
    - Browser based game Robot Revolutions created ([www.RobotRevolutions.com](http://www.RobotRevolutions.com))
- **2005**
  - February
    - Browser based game Syrnia created ([www.Syrnia.com](http://www.Syrnia.com))
- **2006**
  - June
    - Browser based game Slave Hack created (was featured on DIGG which overloaded the server for a full week)
- **2008**
  - November
    - Started Wooglie.com (created out of necessity: there was no other place to publish our Unity webplayer games)
- **2009**
  In 2009 Matt and Mike began working together on nearly all projects (Matt on art, Mike for the code). We created mostly minigames which we launched on Wooglie and as Mac widget. We also launched a few of those minigames on iPhone and iPad. Our Unity game portal "Wooglie" gained popularity towards the end of the year.
  - January 9
    - **M2H is officially founded ("eenmanszaak")**
  - March
    - mini zombie game Surrounded by death released
  - April
    - Mini game Domino creator launched on Wooglie
  - August
    - 3 Aug: "First iPhone game submitted for review!"
    - Mike started work on a "Unity networking tutorial" in a contest (UniKnowledge). Would win this contest in October.
  - September
    - First iOS games launched (Bomb Factory, Paradudes) (We stopped iOS development a few months later after disappointing results)
  - October

- ■ Created first version of our Unity networking tutorial
  - ○ November
    - ■ Crashdrive 3D and other minigames launched as webplayer games (Coin pusher, Crate mania)
    - ■ Reached 1 million Mac dashboard widget downloads (Mostly Crash Drive 3D)
    - ■ First million plays on Wooglie
  - ○ December: Published Crashdrive 3D and Surrounded by Death on Facebook – We were still quite early on this platform, but this never really took off.
- **2010**

  In 2010 both Matt and Mike had to focus on their study a lot. Mike had the luck to be able to work on Unity resources for study credits. The summer vacation was spent creating Cubelands.
  - ○ January
    - ■ Participated in the Global Game Jam (at Antwerp).
  - ○ April
    - ■ JS->C# and C#->JS code converters released on the Unity asset store.
  - ○ May
    - ■ Wooglie now features over 100 games
  - ○ June
    - ■ Crashdrive 3D improved and launched on Shockwave (+later Netlog)
    - ■ Launched "Unity game examples" on the Unity asset store (very popular free beginner examples)
    - ■ M2HCulling released on the Unity asset store.
  - ○ July
    - ■ Cubelands released ( *Mostly inspired by Minecraft, true to our own passion, we believed Minecraft could be even better if the multiplayer was integrated more deeply in the core game so we gave this new genre a twist.)*
  - ○ September
    - ■ Bought Mac + iOS devices to give iOS development another chance (old mac + devices were sold previously)
    - ■ Cubelands beta launched.
  - ○ October
    - ■ M2HPatcher released on the Unity asset store.
  - ○ November
    - ■ Attended Unite 2010 in Canada
- **2011**

  *In 2011 we've been experimenting with more publishing platforms, finished more asset store packages and were able to sell Cubelands. Furthermore Mike graduated and could now finally focus on M2H full time.*
  - ○ January
    - ■ Released the Ultimate Unity Networking project on the Unity asset store (still the #1 resource for getting to know Unity multiplayer.)
    - ■ Participated in the Global Game Jam (Antwerp)
  - ○ February

- ■ Global game jam game Stacking island created.
- ■ Attended Casual Connect (Hamburg)
  - ○ June
    - ■ Mike graduated for his masters Multimedia at the Vrije Universiteit Amsterdam. The master thesis was about a real time "multiplayer" Unity editor. Mike works full time on M2H projects from this point onwards.
  - ○ June
    - ■ Crashdrive 3D launched on iOS
    - ■ Mike graduated for a Masters Computer Science, Multimedia at the Vrije Universiteit Amsterdam.
  - ○ July
    - ■ Localization package released on the Unity asset store
    - ■ Crashdrive 3D released on web in a partnership with SPIL games.
    - ■ Cubelands aquired by Upjers
  - ○ August
    - ■ Released our first Android games. From this point on we always release iOS and Android versions simultaneously
    - ■ Photon Unity Networking released on the Unity asset store (made by Mike, collaboration with ExitGames).
  - ○ September
    - ■ Matt and Mike attended Unite 2011 in San Fransisco
    - ■ Mike gives a talk at Unite 2011 about experiences with the Unity asset store as an asset publisher.
    - ■ Wooglie improved (new website and dev API)
  - ○ October
    - ■ 25 Million plays on Wooglie
- ● **2012**
  Two big game launches and a busy personal life was taking up most of 2012.
  - ○ February
    - ■ Crash Drive 3D (Crash Drive 1) launched on iOS and Android with SPIL Games
    - ■ Attended Casual Connect Hamburg
  - ○ March
    - ■ Photon Unity Networking guide released
  - ○ April
    - ■ Attended Festival of Games in Utrecht, Netherlands
  - ○ August
    - ■ Attended Unite 2012 in Amsterdam
  - ○ November
    - ■ 5 million mobile games downloads (Mainly Crash Drive 1 + a few of our casual puzzle games)
  - ○ December
    - ■ Highway Rally launched

- **2013**

  *2013 has been a turning point. We finally had the time to evaluate and work on our identity. Furthermore we released our first sequel and launched the first Steam game.*
  - January
    - Verdun development now really takes off
    - M2H company now registered as a "Maatschap" between Mike and Matt (instead of "Eenmanszaak")
  - March
    - New M2H logo and website. We're finally starting to realize marketing M2H is at least just as important as creating games.
    - Highway Rally was launched on the Ouya
  - May
    - 100,000,000+ Wooglie plays
    - Verdun added to Steam greenlight..
  - June
    - Verdun is the first game from the Netherlands to be Greenlit  (in under 29 days).
  - August
    - Showing Verdun at GamesCom ([Dutch] Level Up! interview at gamescom)
  - September
    - Verdun launches on Steam early access.
    - Crash Drive 2 beta started
    - Showing Verdun at the INIDIGO event – Utrecht (Via Dutch Game Garden)
  - October
    - [Dutch] GameKings (MTV) studio interview with M2H
  - December
    - Crash Drive 2 launched on Web, iOS, Android and Mac store
- **2014**
  - Matt graduated at the University and is now available full time
  - January
    - Mike entered the Global Game Jam Amsterdam with "Totem Hunters" and won the audience award and jury first prize in Amsterdam.
    - 9 Jan, M2H turns 5 years
  - April
    - Mike made online episodes for GameKings (MTV) "Unity Workshop"
  - August
    - Attended GamesCom
  - September
    - Attended EGX, London
  - October
    - Attended Firstlook, Utrech, Netherlands
    - Bought first VR kit (Oculus Rift DK2). Never used it.
    - First feature in game magazine "Power Unlimited" (for Verdun)
- **2015**
  - January

- ■ Participated in Global Game Jam (Amsterdam) - Paradox In Paradise won the national prize, this would become Marooners later.
    - ○ March
        - ■ Global Game Jam game "Paradox in Paradise" (later: Marooners) wins national GGJ prize in the Netherlands
    - ○ April
        - ■ Verdun Steam launch
    - ○ May
        - ■ 28 May, Crash Drive 2 launched on Steam
    - ○ September
        - ■ M2H rents first office in Alkmaar: Kerkplein 9d, 1811KL
        - ■ 30 Sept, Verdun won the Control Industry Award and the Best Economic Achievement at the Dutch Game Awards
- **2016**
    - ○ March
        - ■ Marooners Steam Early Access launch
    - ○ April
        - ■ Attended PAX East (Boston, USA) with Marooners
    - ○ May
        - ■ M2H company now a B.V. ("Besloten Vennootschap")
    - ○ August
    - ○ Verdun PS4 launch
    - ○ September
        - ■ 15 September, Marooners Steam launch
        - ■ Verdun won "Best Economic Achievement" and "Control Industry Award"
    - ○ Oktober
        - ■ Attended FIrstlook, Utrecht, Netherlands. With Marooners.
- **2017**
    - ○ March
        - ■ Verdun XboxOne launch
    - ○ May
        - ■ Tannenberg announced, the second game in the WW1 Game Series
    - ○ July
        - ■ July 20, free Marooners expansion released on Steam
    - ○ November
        - ■ Tannenberg launched on Steam Early Access
- **2018**
    - ○ February
        - ■ 6 Feb, Marooners console release (PS4 and XboxOne)
    - ○ September
        - ■ First physical (boxed retail) release of an M2H game: Marooners is available on disc for PC&PS4 in Germany (MediaMarkt/Saturn etc.) and other german speaking countries (via MUT)

- ○ November
  - ■ 8 Nov, M2H live on dutch Radio "NPO Radio 1" about WW1 remembrance
- ○ December
  - ■ This years verdun christmas truce event was combined with a partnership with "Tree for all" where M2H donated 2500 trees to be planted late 2019.
- **2019**
  - ○ January
    - ■ 9 Jan, M2H turns 10 years old
  - ○ February
    - ■ 13 Feb, Tannenberg Steam release
  - ○ April
    - ■ Formed new company: "WW1 Game Series" V.O.F. (With as "vennoten" M2H B.V. + Jos Hoebe[BlackMill Games]). M2H will act as publisher for the WW1 Game Series.
  - ○ May
    - ■ Marooners is available as "Games with gold" on Xbox One (1 Million+ downloads)
  - ○ September
    - ■ M2H takes on the first three interns

*This document has been updated until 23 May 2019.*