CyberConnect2 Co., Ltd.

Morro Data Helps Gaming Company CyberConnect2 Collaborate Globally and Reduce Costs by 2/3

CyberConnect2 has multiple development sites and needs a global file system for the collaboration among developers in Japan and Canada. IIJ Global introduced Morro CloudNAS to CC2 with its real-time file sharing and high performance on-site. With the new cloud-centric solution, the operating cost is reduced to 1/3 of the previous on-premises solution.

■ Previous On-Prem Solution

Data size grew faster than expected and scale up was costly.
As files grew larger, remote access became less efficient.
- The amount of data grows by tens of TB every year.
- Scale up was costly, needing additional subsystem hardware plus software licenses.
- Files on the on-premises system are not easily accessible from remote sites.
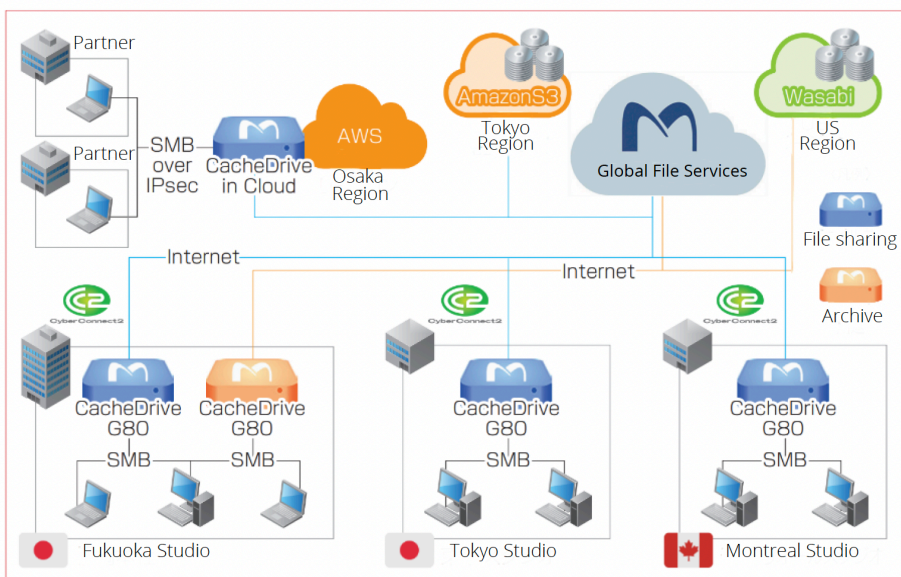
■ Meet Morro Global File Services

CC2 was impressed that the Morro hybrid cloud solution has the same local performance as its existing on-premise system. Other key features include:
- SMB interface that CC2 users are familiar with.
- Multi-tiered cloud storages including AWS and Wasabi.
- Multi-site cache & sync for remote collaboration.

■ Results After Six Months

Morro Global File Services enhance the productivity of global game development. Operating costs have been reduced by 2/3.
- Multi-tiered cloud storage was set up for real-time collaboration and archiving.
- Fast and secure file sharing mechanism between offices and with external users.
- Backup, monitoring, and log analysis functions are installed as standard to optimize operations.

Introduced Solution
■ Morro CloudNAS

- This article is based on the content of the interview in July 2021. The data, organization name, and job titles in the article are as of the time of the interview.
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CyberConnect2 is a game developer based in Fukuoka, Japan with multiple production sites including a studio in Tokyo as well as a studio in Montreal, Canada. CC2 specializes in large-scale video game software development, video content creation, and filmmaking. *NARUTO: Ultimate Ninja*, *.hack series*, and *Dragon Ball Z: Kakarot* are some of CC2's masterpieces. The first self-published game *Fuga: Melodies of Steel* was released in July 2021.
https://www.cc2.co.jp/

Fuga: Melodies of Steel
Genre: Dramatic simulation RPG
Developer & Publisher: CyberConnect2 Co., Ltd.
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