

About the Project:

This client designed an innovative and addictive puzzle game for iOS. He wanted to localize the French game into [Japanese](#). The job includes the French translation service of the game UI and description on the app store. Before starting the project, the client provided a promotional code for us to test the game. As Apple allows the title of a game to be localized in the app store, the client would like to rely on the translator's professionalism to decide whether, in all situations, the game name & logo need to be translated or not. The client also wanted us to review the translation thoroughly and make sure all the texts were correct in their contexts. He needed our green signal to send the game app to Apple.

Key Challenges:

- To know more about this game, the translator had to play the game before starting the actual translation.
- The French translator was required to use the game screenshot as a reference during translation.
- The translation has a length limit; we needed to provide the shortest translation on the basis that the meaning is correct and clear.
- The localized language had to be formal and instructive.
- We were not supposed to translate or modify texts that have the symbol #.
- We couldn't delete or add spaces to the \n symbol in sentences.

Our Solution:

- We followed the ISO 9001 working procedure. The translator was a native Japanese speaker and game player who has more than 5 years of extensive experience in specific games. She was a proficient French speaker and passed our quality test.
- We worked on a professional project management system to ensure quality translation and punctual delivery. Our senior project manager prepared the working file, listed client translation instructions and guidelines in detail, scheduled outlines and provided reference materials for our translators.

- After the initial translation was done, we assigned another translator to the project, who has profound game knowledge, to review the translation carefully. In this way, high quality can be guaranteed.
- Regarding the game name, we provided the best option for the client.

Client's feedback:

Great work on an iOS game's [French translation](#). fast and effective.

About CCJK:

Founded in the year 2000, CCJK, a company of highly skilled professionals from around the Asia-Pacific region, has formed an elite engineering group that is dedicated, knowledgeable, and has a deeply rooted sense of responsibility. [CCJK](#) always insists that winning clients' trust and confidence in this manner is of paramount importance to the very existence of an organization. CCJK is dedicated to customizing its services to meet the needs of each individual client. For every project, no matter whether it is large or small, sophisticated or trivial, the whole team is committed to working synchronically to make the project mutually successful, both for the client and CCJK.