



threesided games

A front door for the games. Not the consultancy in a novelty hat.

A second Netlify site in the same monorepo, built so contract visitors can cross into the games shelf without hunting individual title domains, and so the games can speak in a louder voice.

PRODUCT PROBLEM

Titles had sites. The studio did not.

BRAND

Patch notes as marketing. Loud on purpose.

ARCHITECTURE

Separate host, same monorepo, shared art where it helps.

CATALOGUE

Coverflow, Big Box, and orbit views over real storefronts.

Solo product, design, and engineering · Live · August 2026

PROBLEM

The consultancy homepage is the wrong costume for a games roster.

Individual titles already had destinations. Visitors who landed on threesided.com for contract work had no clean path into the party-game and browser-RPG shelf. The shelf had no place that admitted it was a marketing surface.

Two sites. One repo. Different volumes.

Root stays the studio consultancy. apps/games deploys as its own Netlify project on games.threesided.com. Shared favicons and art where they help. Separate CSS, copy, and tone where they should not. The homepage is a build log. The showcase owns deep catalogue browsing.

01

Patch-notes brand

Version tags, known issues, and scars that still convert. Fourth wall stays load-bearing.

02

A real product shelf

Cinematic CSS coverflow, Big Box theatre, and collector orbit. Every title opens a full storefront.

03

GPU budget as editorial

Product pages keep one interactive Three.js case each. The multi-title shelf uses lighter CSS depth so the art stays in charge.

Screens from the shipped work.

threesided games

SHOWCASECHANGELOGTEAMSTUDIO

build 0.10.0threesided.com

CHANGELOG · PUBLIC BUILD

We ship games. Then we ship notes about shipping games.

threesided games treats the studio site like a build artifact: loud patches, honest scars, and zero LinkedIn sincerity. You're reading marketing. We wrote it like release notes anyway.

Browse the showcase

Read the scars

BUILD 0.10.0

14 TITLES

11 LIVE

CHANGELOG.md

LIVE

v0.10.0TEXT ADVENTURE2026-08-04

The Castle opened every door except the sensible one.
The Castle of a Thousand Bedroom Doors joins the shelf as a full-length parser comedy. Six suites, five endings, three merciful rewinds, and one command line with extremely flexible standards.

v0.9.2STUDIO2026-07-18

Play buttons. Whole DND suite on the shelf.
Every title with a live URL now has a real Play CTA. DND Cards, DND Note, DND War, and DND Chat joined the roster like they pay rent.

v0.9.1PARTY2026-07-18

Fire TV ships. Friendships pending.
Make Enemies is live on Amazon Appstore / Fire TV. Web still covers desktop hosts and remote controllers. iOS and the rest of the living room, soon.

v0.9.0STUDIO2026-07-18

Marketing admits it's marketing
Launched a studio site that refuses to cosplay as a community. Conversion up. Dignity filed under Known Issues.

v0.8.2PARTY2026-07-02

TV wants to host again
Make Enemies got louder about the living room. Phones remain snitches. Friendships remain collateral.

Full changelog -

The homepage is a public build artifact, not a quiet studio brochure.

threesided case study

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// INTERACTIVE CATALOGUE · 9 TITLES

Choose a game.

Turn the case.

Every case opens a complete product page with screenshots, platform availability, features, and the machinery under the artwork.

[Browse Tools →](#)**01 Games**

Playable worlds and party trouble

02 Tools

Campaign systems and desktop creatures

01 Cinematic shelf

Dimensional CSS collector cases

02 Big Box theatre

Ten-foot living-room UI

03 Collector orbit

Maximum spectacle, carefully contained



The showcase is the catalogue. Product pages keep the 3D weight.

SYSTEM

A marketing site that documents like release notes.

Astro 7, hand-written CSS, and Three.js where a title earns it. Games and tools keep separate doors. The DND Suite gets a family storefront of its own.

Stage

Homepage hot-build, roster, principles, and a live changelog panel.

Storefront

Each `/games/<slug>` page carries gallery, platforms, stack, features, and patches.

Shelf

Showcase routes switch between coverflow, Big Box, and orbit without a second codebase.

Handoff

Portfolio case studies explain machinery. The games site sells the experience.

OUTCOME

A second voice, still related

Same mark and accent system, turned up. Related, not identical.

Fourteen titles, one door

Roster, sheets, changelog, and family pages without scattering domains.

Cross-links that do one job each

threesided.com explains how it was built. games.threesided.com sells the night.

Astro 7

TypeScript

Vanilla CSS

Three.js

WebGL

Netlify

Two voices, one product story.

Contract visitors can cross over. Game visitors never have to put on the consultancy voice.

threesided.com/projects/threesided-games

games.threesided.com

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