"Felix" is built for Roadside Assistance - Google and Unity's recent partnership tells us It's a game changer.

Rescue Rover's Felix application was built for Roadside Assistance and utilizes innovative technology such as Unity and Google.

GAITHERSBURG, MARYLAND, UNITED STATES , July 5, 2018 /EINPresswire.com/ -- Rescue Rover's Felix application (www.drivefelix.com) got a recent boost with the announcement of Google and Unity's partnership. A large-scale cloud-service provider like Google is ideal for managing large-scale connected applications like Roadside Assistance and Ridesharing. Applications can now use Google Maps and the Unity game engine to create they will with the real world data. Google has turned Maps features like buildings, streets and parks into GameObjects in Unity that developers can manipulate as they wish. Buildings can be made larger, smaller or completely reskinned, textures can be added, cities or towns of any kind can be built on real-world street networks.
Founder and CEO Chad Serino said "When we first designed Felix utilizing Unity and Google, we knew that we had an amazing application that was built for the future of Roadside Assistance. The recent news that Unity and Google are collaborating only reinforces that we made the right decision". From the vehicles infotainment system or using your mobile phone, Felix allows drivers to request assistance, hail a Lyft and check the status of the vehicles repair all from a single application.

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