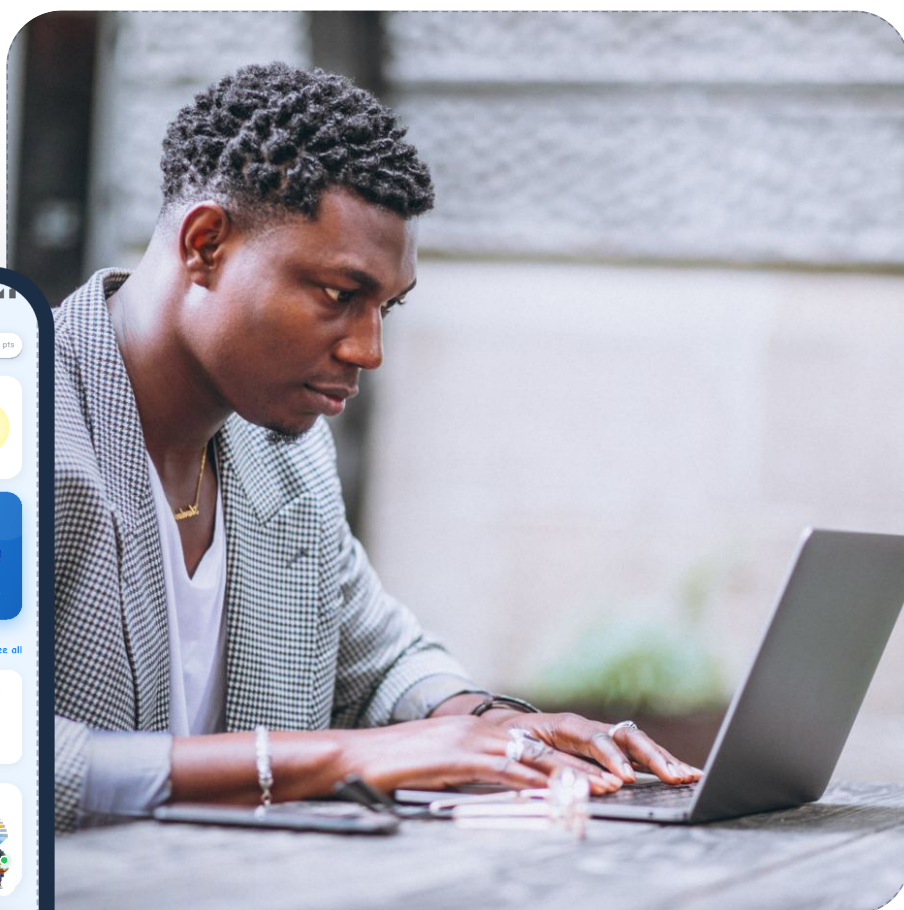
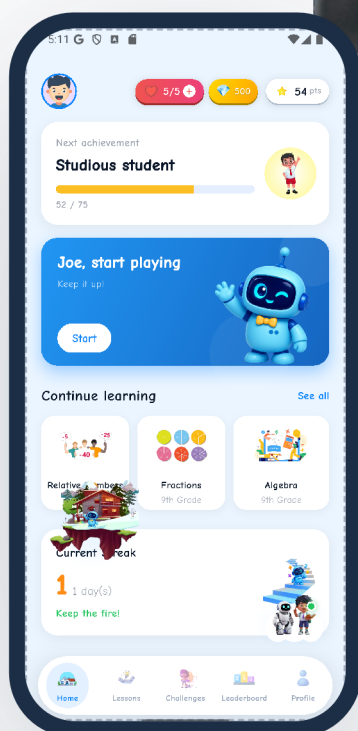


DIGITAL AGENCY & GAME STUDIO · COTONOU

Your digital studio.

Building Africa's next generation of games & apps.



From Cotonou, we prove that a Beninese studio can build **world-class** digital products.



We believe talent has no borders. Every site, app and game we ship is built to compete with the best — and to serve the realities of the people who use it.

Our mission: to design, from Africa, websites, mobile apps and games that educate and entertain.

— Happy AZONDEKON Founder

From independent developer to **studio**.

HeyHappy Studio was founded in December 2024 on a simple belief: build our own products to prove what we can do. Today, we put that experience to work for clients in Benin, across Africa and internationally.

2024**The studio is founded**

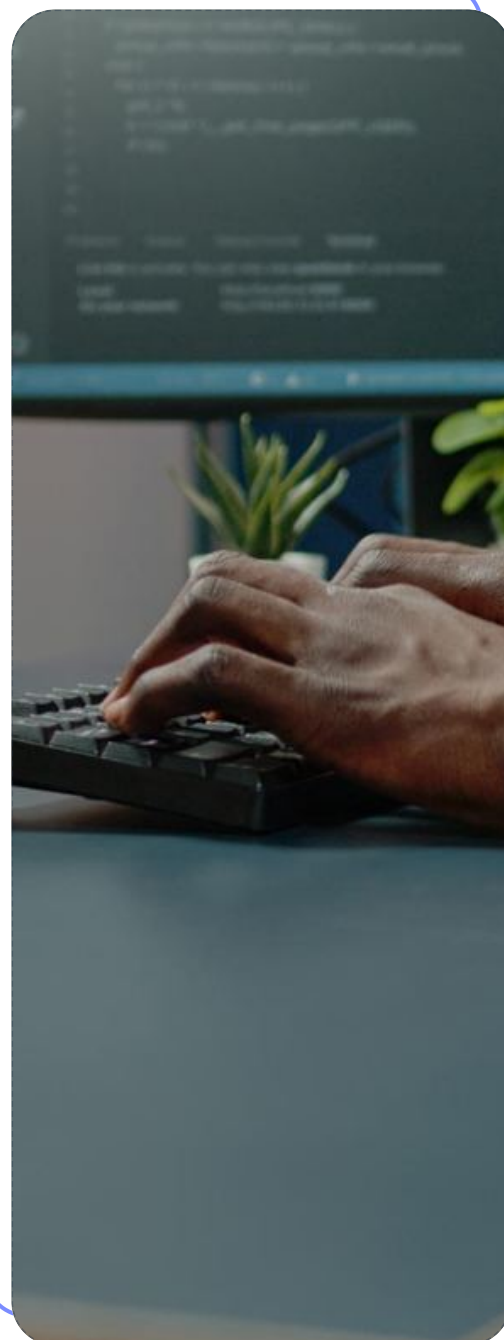
In December, Happy AZONDEKON launches HeyHappy Studio and publishes the first apps on Google Play.

2025**MathsCool takes off**

Our educational app passes 18 000 users in 4 languages — proof that a product designed here can reach the world.

2026**The studio opens to clients**

SMEs, startups, institutions and NGOs trust us with their sites, apps and games — remotely or in person in Cotonou / Abomey-Calavi.



Real products, real users.

18 000+

users across our apps

4+

products published on Google Play

4.7 /5

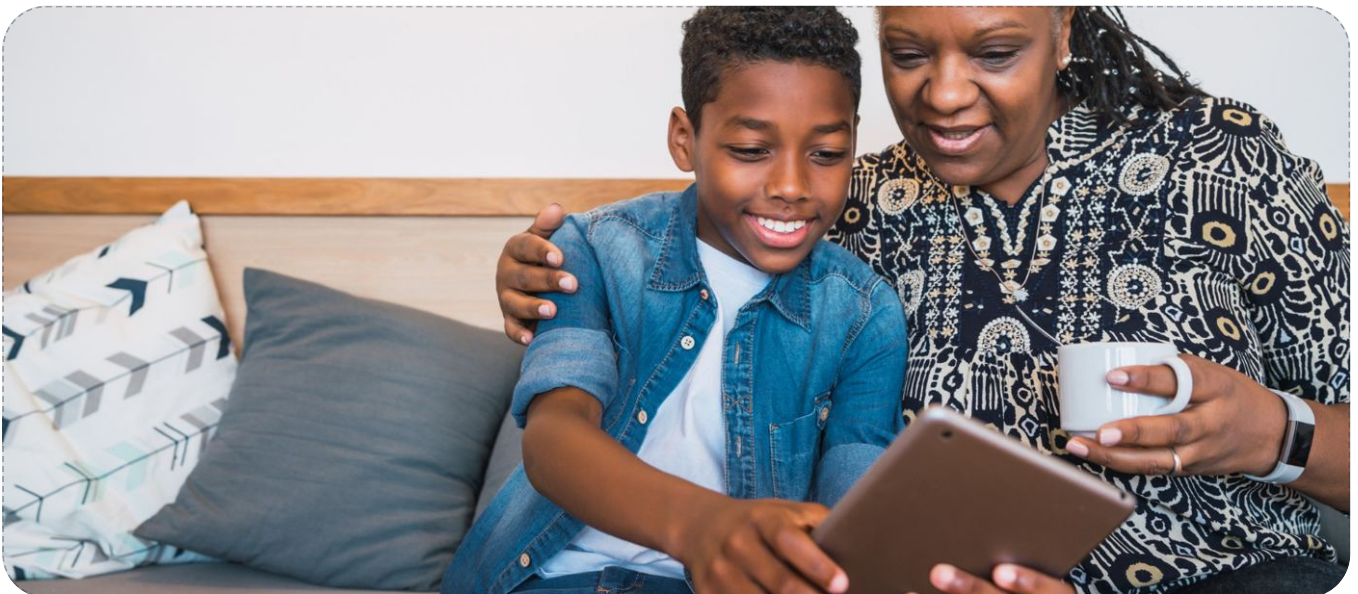
average rating on Google Play

4

languages · FR · EN · ES · ZH

48 h

to reply to your request



Five practices, one partner.

From first sketch to launch, every skill you need under one roof.



PRACTICE 01

Web development

Fast websites and web tools that work for you.

- Showcase websites
- Custom web applications
- Data dashboards
- Online payments (Mobile Money, card, PayPal)

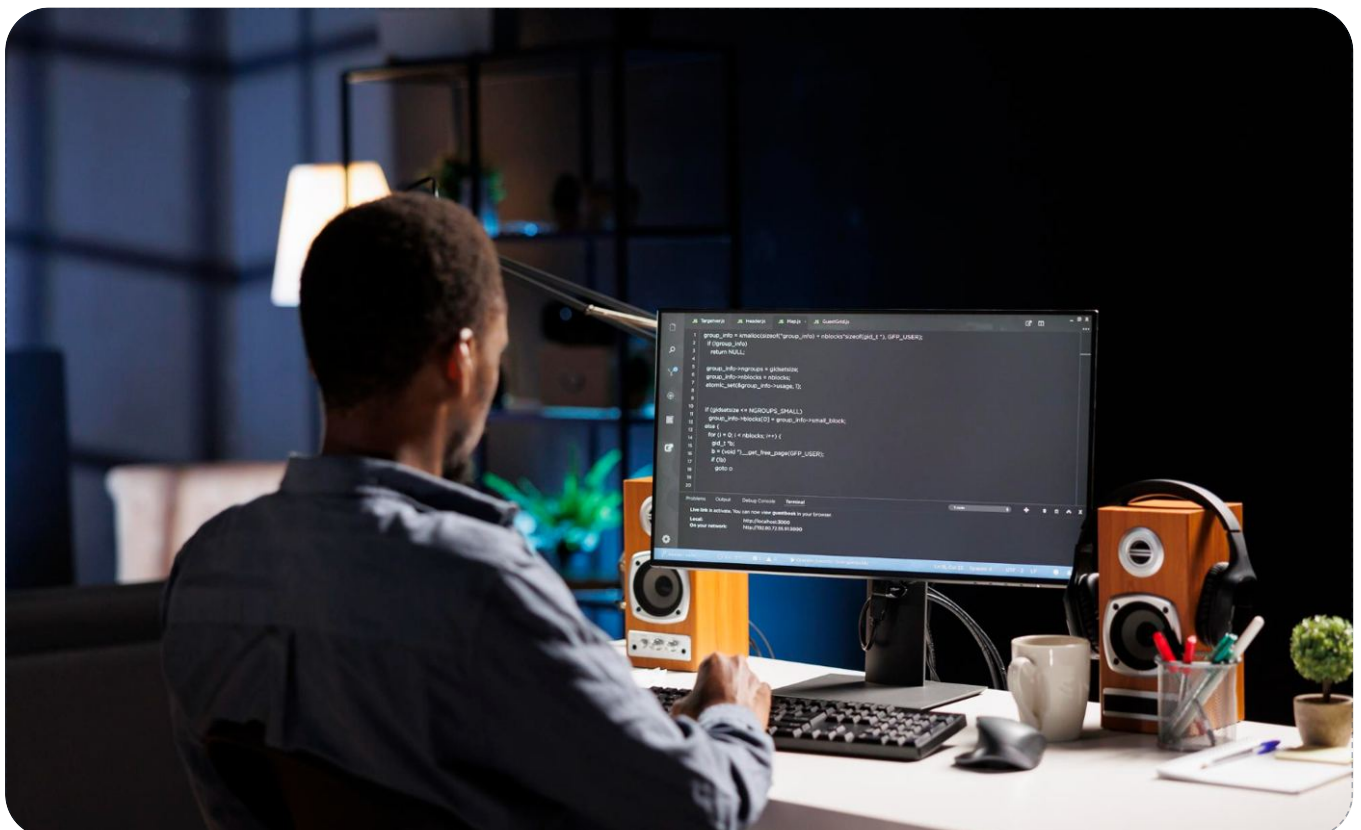


PRACTICE 02

Mobile apps

Your ideas in your customers' pockets, on Android and iOS.

- Android & iOS apps in Flutter
- Google Play publishing
- Maintenance and updates





PRACTICE 03

Video games

Playful experiences that entertain, educate and engage.

- Mobile and PC games (Unity)
- Educational games
- HTML5 playable ads



PRACTICE 04

Design & creative

A clear, memorable image — from screen to video.

- UI/UX (Figma)
- Visual identity and logo
- Motion design
- Promotional videos



PRACTICE 05

Digital growth

Get found, convince and automate with digital.

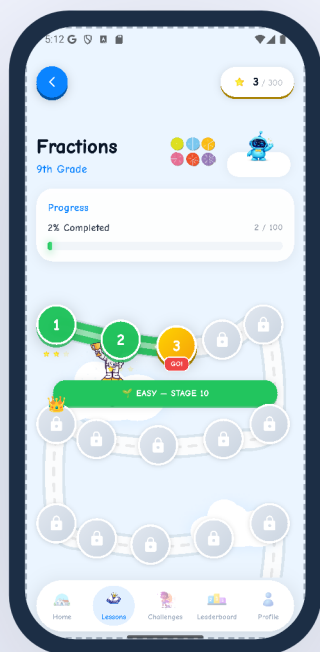
- AI integration and chatbots
- SEO and Google Search Console
- Google Ads campaigns
- Domain name and professional email



YOUR PROJECT

**Free quote, reply within
48 h.**

Our products speak for us.



MathsCool

EDUCATIONAL MATH APP

Problem — Math intimidates many students, and personal tutoring is rare.

Solution — An AI tutor that explains step by step, 11 interactive labs, leaderboards and daily challenges.

Result — An app adopted by families far beyond Benin.

18 000+ users

4 languages

AI tutor

11 labs



HappyGoal

3D PENALTY SHOOTOUT GAME

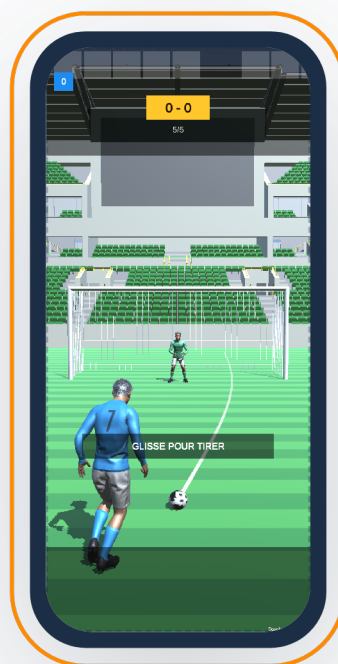
Problem — Deliver a real 3D game that runs smoothly on every smartphone.

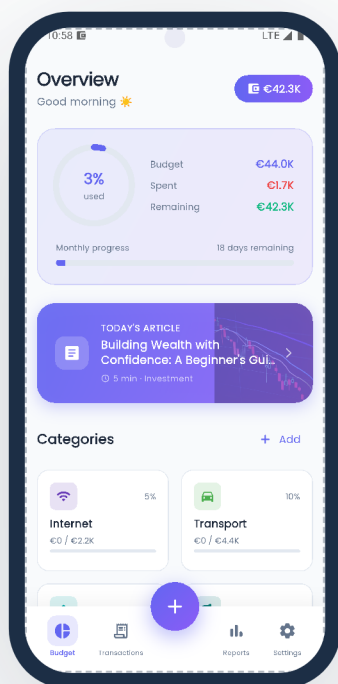
Solution — A Unity engine embedded in a Flutter app: simple gameplay, stadium thrills.

Result — Published on Google Play, played everywhere — even in a queue.

Flutter + Unity

Google Play





SmartSpend

PERSONAL FINANCE

Problem — Tracking daily spending is tedious, so people give up.

Solution — An app that scans receipts with AI and files every expense automatically.

Result — A clear budget, no manual entry.

AI receipt scanning

Electricity & water consumption tracking

WEB PLATFORM · INDUSTRIAL CLIENT · NEXT.JS

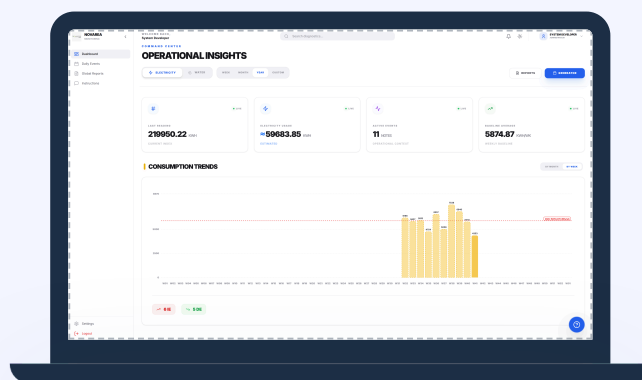
"You're too good. Thank you."

Novarea, client

Problem — Scattered consumption data, hard to track and manage.

Solution — A custom Next.js platform with data dashboards.

Result — Energy and water managed from a single screen.



ALSO BY HEYHAPPY



What they say.



You're too good. Thank you.

Novarea

Client · energy & water tracking platform



What they built is clean work.

TCPInter

Client



"I really like this app, it makes math easier — the assistant explains things like you're 5 years old."

Justin S. · MathsCool



"I like the app, kids can already practise exercises from higher grades."

Olivier A. · MathsCool



"The exercises are interesting and interactive, I like it."

Durkados · MathsCool



"I love HappyGoal, the game is 3D and easy to play, especially while waiting in line."

Didier · HappyGoal



"Very interesting game for kids."

Kouame L. · MathsCool



"The kids really love it."

Christophe W. · MathsCool

User reviews published on Google Play, translated from French.

4.7/5 average rating on Google Play • **18 000+** users

Five steps, **zero surprises.**

Free quote

Reply within 48 h

01

Discovery & scoping

We learn your goals, your users and your budget, then send you a clear quote.

02

Design & prototype

Mockups and a clickable Figma prototype: you approve before a single line of code.

03

Development

We build in stages, with regular check-ins so you can follow progress.

04

Testing & launch

Testing on real devices and varied connections, then go-live or store release.

05

Support & growth

Maintenance, improvements and visibility: we stay by your side after launch.

Four good reasons to **choose us.**

01

Proven product expertise

We launch our own apps: we know what works.

02

International quality, fair cost

Top-studio standards, priced for the African market.

03

One single partner

From design to launch, one point of contact.

04

Local context, mastered

Mobile Money, multilingual, varied connections: that's our everyday.



THE FOUNDER

Happy AZONDEKON

Founder & Lead Developer

A passionate developer, Happy founded HeyHappy Studio in December 2024 after designing and publishing his own apps on Google Play. He leads every project, from technical scoping to go-live.

STACK

Flutter

Unity

React / Next.js

Node.js

Python

Firebase

Figma

Let's talk about your project.

Free quote — reply within 48 h.

EMAIL

contact@heyhappystudio.com

PHONE · WHATSAPP

+229 01 68 62 87 40

WEBSITE

www.heyhappystudio.com

STUDIO

Cotonou, Benin



SCAN ME



Remotely or in person in Cotonou / Abomey-Calavi.