



HumanitZ Case Study 2026

HOW HUMANITZ SCALED OFFICIAL SERVERS AND REDUCED SERVER STRESS WITH BISECTHOSTING

HumanitZ is building a long-term survival game franchise. BisectHosting helps keep its official servers online, supported, and ready for what comes next.

HumanitZ did not start as a traditional studio-backed game.

The isometric, open-world sandbox survival game began as a hobby project during COVID, built by first-time developers who were learning, iterating, and growing the game in real time. Since then, HumanitZ has become much larger than its origins might suggest, with an active player base, a long-term roadmap, and ambitions beyond a single PC release.

“Bisect is the **best hosting partner by far. They have top-quality support. There’s always someone there. They’re willing to help all the time.”**



Yozza Hughes

Lead Game Designer Joint Owner/Creator of HumanitZ

“When we tell people we’re a small team and this is our first ever game, people don’t believe us,” said Yozza Hughes, Lead Game Designer and Joint Owner/Creator of HumanitZ. “They think we’re a 50-person AAA studio, but there are six of us.”

As HumanitZ grew, multiplayer infrastructure became a critical part of the player experience. The team needed a hosting partner that could support a growing online community, help expand official servers across regions, and reduce the day-to-day burden of server management so the developers could stay focused on building the game.

HumanitZ first explored another hosting provider, but the experience quickly made clear they needed a partner that could move faster, communicate better, and support the game as it grew. That search led them to BisectHosting, now the official host for HumanitZ servers. The transition was immediate, smooth, and invisible to players. “It was super simple. Seamless, to be honest,” Yozza said. “We basically just took down the old servers, brought up fresh official servers with Bisect, and nobody knew. There were absolutely no problems. No issues. It was a seamless operation.”

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ABOUT HUMANITZ

HumanitZ is an isometric, open-world sandbox survival game set in a world ended by a zombie outbreak. Players can survive alone or with friends by scavenging, crafting, building, and fighting to last as long as “humanly” possible. The past cannot be changed, but players can still fight for the future of humanity.

Game: HumanitZ

Genre: Isometric, open-world sandbox survival

Setting: A world ended by a zombie outbreak

Studio: Six-person indie team

Stage: First-time developers scaling a live survival game

Use case: Recommended Hosting Partner

Server footprint: Approximately 20 official servers with BisectHosting

Regions supported: Europe, United States, São Paulo, and additional global coverage

Player milestone: ~13,000 peak players around 1.0

What’s next: Continued roadmap updates, performance improvements, and future platform expansion

THE CHALLENGE: SCALING OFFICIAL SERVERS WITH NO ADDITIONAL OPERATIONAL DRAG

For a growing indie studio, every hour matters. HumanitZ's team was already balancing:

- ◆ Development
- ◆ Bug fixes
- ◆ Performance improvements
- ◆ Community management
- ◆ Social media management
- ◆ Roadmap planning
- ◆ Launch expectations

As the game's player base grew, recommended server hosting became a larger part of the player experience — and the team needed a partner that could help support that experience without adding more operational weight.

When players need help connecting, choosing a region, or troubleshooting a server experience, the studio is often the first place they turn. For HumanitZ, that meant official servers needed to be reliable, responsive, and supported by people who understood the urgency of a live game community. "It was becoming like a full-time job for me managing the servers," Yozza said.

HumanitZ needed more than server capacity. The team needed an official hosting partner that could support its players, expand with the game, and give the developers more time back to focus on building HumanitZ.

Why HumanitZ Chose BisectHosting

HumanitZ started looking for a hosting partner as official multiplayer infrastructure became more important to the game's player experience.

The studio needed an official server hosting partner, strong support, responsive communication, and a partner willing to grow with a new release from an independent team.

“We were actively looking for another hosting service that would provide us with good customer service, good people, and official servers,” Yozza said. “We were a new-release indie studio. We couldn’t just take on a huge monthly server cost.”

That search led HumanitZ to BisectHosting, a multiplayer infrastructure provider with 15 years of experience, which became an official host for HumanitZ servers.

“There’s always someone there. Someone is speaking to you, taking notes, and helping. That support side is key.”



Yozza Hughes

Lead Game Designer Joint Owner/Creator of HumanitZ

Support quickly became one of the deciding factors. HumanitZ’s team is based in the UK, but its players are global. That means server questions can come up early in the morning, late at night, or during another region’s peak play window.

“Having someone to reach out to on Slack at 8 in the morning in the UK, or midnight or 1 o’clock my time when people are playing the game, is a godsend,” Yozza said.

For an indie studio, that accessibility is not a nice-to-have. It is the difference between carrying infrastructure stress alone and knowing someone is available when the community needs answers.

“There’s always someone there,” Yozza said. “Someone is speaking to you, taking notes, and helping. That support side is key.”

THE SOLUTION: RELIABLE OFFICIAL SERVERS, RESPONSIVE SUPPORT, AND A PARTNERSHIP BUILT FOR STUDIOS

With BisectHosting, HumanitZ was able to move its official servers smoothly, expand its server footprint, and reduce the amount of time spent handling hosting-related issues.

The migration itself was perfectly timed around a server wipe, giving the team a clean transition to new official servers.

“It was literally a seamless transition,” Yozza said. “The servers were offline for a couple of hours, which we told players about, and then they were back. Nobody knew. There were no problems.”

Since moving to BisectHosting, HumanitZ has expanded its official server footprint from roughly 12–14 servers to around 20, with more growth expected as the game continues to evolve.

The team has also expanded server locations, including additional servers in Europe and the United States, while gaining access to official server hosting in São Paulo, an important region for HumanitZ’s Brazilian player base. With BisectHosting’s network of 20+ locations, adding new regions was straightforward as the community continued to grow.

“Brazil is quite a big hotspot for survival games,” Yozza said. “We were trying to facilitate a server for them for so long before, and it was a nightmare. When we moved to Bisect and got São Paulo, that was huge for us — to actually have official servers in the location, not trying to host on the border of another country and hope the ping was good.”

BisectHosting’s team also works with HumanitZ on performance checks and technical troubleshooting, helping the studio investigate server behavior, review findings, and make adjustments where needed.

“Bisect has been really good at saying, ‘If you need anything, let us know and we can add it or change some stuff,’” Yozza said. “Everything’s gone really well.”

THE RESULTS: LESS STRESS, FEWER SUPPORT BURDENS, AND MORE TIME TO FOCUS ON THE GAME

For HumanitZ, the biggest result was not just technical uptime. It was operational relief.

The team no longer spends multiple days a week handling server complaints, chasing provider support, or explaining infrastructure issues to players.

Instead, most of HumanitZ's server management is now limited to routine tasks or game-side restarts, reducing the support burden on the development team. BisectHosting's Social Support Team also acts as an extension of the studio in the HumanitZ Discord, helping surface and resolve community issues quickly.

"I've got no stress anymore," Yozza said. "That's a big thing for me."

HumanitZ has also been able to support major growth moments. Around its 1.0 launch, the game reached nearly 13,000 peak players, with player counts continuing to rise around updates.

The studio's future roadmap includes continued PC updates, console expansion, and a long-term vision for HumanitZ as a franchise.

"This is just the start for us," Yozza said. "The future's bright for HumanitZ. We're going nowhere."

As HumanitZ grows, server management will only become more complex. That is why BisectHosting is continuing to build studio-focused tools, including fleet management capabilities designed to give studios a faster overview of their servers and a simplified experience across larger server footprints.

"With so many servers, having a quick overview and more custom panels is a big win for us," Yozza said. "With all that coming down the pipeline, that's going to help massively."

Why It Matters for Growing Game Studios

Many indie studios reach a point where hosting becomes more than a technical decision. It becomes a player experience decision.

For games with co-op, multiplayer, community-hosted servers, regional player bases, or launch spikes, the wrong hosting partner can quickly create friction for players and extra work for the studio. HumanitZ's story shows how the right hosting partnership changes the narrative.

BisectHosting gives growing studios:

- ◆ Recommended server hosting that **scales** with the game
- ◆ **Responsive support** through real relationships, not ticket queues alone
- ◆ Regional infrastructure for **global player communities**
- ◆ Technical collaboration around **performance** and server behavior
- ◆ Partnership options for indie studios that need **server flexibility**
- ◆ **Co-marketing initiatives** that helps elevate the game and the studio

For HumanitZ, the value of BisectHosting comes down to trust.

"Bisect is the best hosting partner by far. They have top-quality support," Yozza said. "There's always someone there. They're willing to help all the time."

And when other indie studios ask who he recommends for hosting, Yozza already has an answer: "I always say Bisect."

Ready to scale official servers without scaling your support burden?

BisectHosting helps indie studios launch, manage, and grow multiplayer server infrastructure with reliable hosting, responsive support, and partnership models built around the realities of game development.



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