

## **IM Software releases Doodle Blitz - A Retro-Styled Arcade Game**

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IM Software has released Doodle Blitz 1.0, their latest game for iPhone and iPod Touch. Doodle Blitz is set during the blitz operations of World War II. It is your mission to flatten the city. Your plane is traveling at a constant speed but steadily lower. Dropping one bomb at a time, strategy is required otherwise boom and its all over. The game is split into missions each getting steadily harder than the last. Each level consists of a row of varying height buildings that need to be destroyed.

Christchurch, New Zealand - Independent developer Ivan Mackintosh of IM Software, author of the popular WhatBirdNZ and Dynamate logic puzzler applications, has released his latest application Doodle Blitz 1.0. Doodle Blitz is a retro-style arcade game set during the Blitz operations of World War II. The graphics have been nicely drawn in a hand sketched style with a backdrop of blue graph paper representing the sky.

The game is split into missions (levels) each getting steadily harder than the last. Each level consists of a row of varying height buildings that need to be destroyed. The higher levels have larger and taller cities. The player controls the bomb release lever of a biplane as it flies over the city. The plane's altitude reduces for each subsequent run. For a successful mission all of the buildings need to be destroyed. Failure to do so results in the plane crashing and game over. A good strategy is required as only one bomb can be dropped at once and a single bomb will only destroy a portion of a building. This is more apparent on the higher levels with larger cities.

The sound effects enhance the atmosphere of the game with the rumbling of the propellers, the bomb whistle and the explosions each coming from the appropriate place in the stereo sound field. Doodle Blitz provides a casual pick-up-and-play experience with clear objectives and simple controls. With games only lasting a few minutes it is ideal for gamers on the move. OpenFeint integration has also been supported providing a global leaderboard and progressive achievements which add greatly to the replay value.

### Device Requirements:

- \* iPhone and iPod touch (2nd Generation)
- \* Requires iPhone OS 3.0 or later
- \* 4.4 MB

### Pricing and Availability:

Doodle Blitz 1.0 (\$0.99) can be purchased on the iTunes App Store. Promo codes are available on request if you are a journalist that would like to review. Please provide details of your website, blog or other media organization when contacting.

### Doodle Blitz 1.0:

<http://www.ivanmackintosh.com>

### Purchase and Download:

<http://itunes.apple.com/us/app/doodle-blitz/id352628861?mt=8>

### Screenshot:

<http://www.ivanmackintosh.com/db/exp.jpg>

### App Icon:

<http://www.ivanmackintosh.com/images/icon100-of.jpg>

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Ivan Mackintosh of IM Software is an independent developer for iPhone and iPod Touch applications. His most popular game, Dynamate, was rated 9 out of 10 by AppCraver. Copyright (C) 2010 IM Software and Ivan Mackintosh. All Rights Reserved. Apple, the Apple logo, iPhone and iPod are registered trademarks of Apple Inc. in the U.S. and/or other countries

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Link To Article: <https://prmac.com/release-id-10789.htm>

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