

Springshot 1.2 released for Apple iPad - Simply Fun

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Ohio based FourthFrame Technologies today releases Springshot 1.2 for Apple's revolutionary new iPad. The popular rebounding shuffleboard app for iPhone is all grown up. Now available on the iPad platform, Springshot leverages sharp graphics, accurate physics, and tactful use of sound to present an obvious and convincing real-world experience that users instantly understand. Simple to use, Springshot features one and two player modes, game memory between sessions and much more.

Dublin, Ohio - Springshot, the popular rebounding shuffleboard app for iPhone, is all grown up. Now available on Apple's iPad platform, Springshot is sporting sharp new graphics and a realistic experience. "The large screen area and high resolution of the iPad supplied a perfect environment to take Springshot to the next level of realistic user experience," said Ty Jacobs, Principal and co-founder of FourthFrame Technologies.

FourthFrame's Springshot quickly gained popularity on the iPhone and iPod touch platforms and Jacobs believes that was largely due to its sheer simplicity. "Many users are scared away by the complexity in some of today's game apps. Complexity can make users feel insecure or even incompetent. Springshot was designed so that anyone can begin having fun instantly and without confusion," he said. "And I mean anyone. I've seen 5-year-olds and grandparents learn Springshot within a few seconds."

Does "simple" mean "boring"? Not necessarily, says Jacobs. "Of course some hard core gamer-types may find this app less than stimulating, but consider the the whole universe of moments when an app is started on one of these devices. The majority of those moments are when the user only has a minute or two and isn't looking to get immersed in an intellectual battle with the device. Springshot was designed to be effective in those scenarios." Springshot's element of competition between the user and the app seems to strike a balance of maintaining interest while not overwhelming the user, and that has made the app FourthFrame's best seller.

Springshot for iPhone leveraged sharp graphics, accurate physics, and tactful use of sound to present an obvious and convincing real-world experience that users instantly understand. The iPad platform enabled FourthFrame to take all those elements to the next level. "The iPad experience is not just bigger, it is better," said Jacobs. "You have to experience it to understand. I was personally very pleased and to be honest, surprised at how the larger platform enhances the experience. More than ever, when I begin playing Springshot I don't want to put it down. And I'm very excited that FourthFrame was able to contribute to what is certain to be a whole new wave of exciting new app experiences on the iPad."

Feature Highlights:

- * Rebounding shuffleboard game
- * Universal App (a single purchase runs on iPad, iPhone, and iPod touch)
- * One and two player modes
- * App plays against the user in one-player mode
- * Game memory between sessions
- * Simple to use

Device Requirements

- * iPad with OS 3.2 or later
- * iPhone and iPod touch with OS 3.0 or later
- * 12.1 MB

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Pricing and Availability:

Springshot 1.2 is currently \$0.99 (USD) and available now worldwide exclusively through the App Store in the Games category.

FourthFrame Technologies:

<http://www.fourthframe.com>

Springshot 1.2:

http://www.fourthframe.com/FourthFrame_Technologies/Springshot.html

Purchase and Download:

<http://itunes.apple.com/us/app/springshot/id339343272?mt=8>

Screenshots:

http://www.fourthframe.com/FourthFrame_Technologies/Springshot.html

App Icon:

http://www.fourthframe.com/FourthFrame_Technologies/Springshot_files/PuckIcon512.jpg

FourthFrame Technologies is a privately held company, located in Dublin Ohio, and founded in 2003 by veteran software developers to supply software talent on a contract and consulting basis and to develop exciting software products on cutting-edge platforms including mobile platforms such as iPhone, iPod touch, and iPad. Springshot is Copyright (C) 2010 FourthFrame Technologies. Apple, the Apple logo, iPad, iPhone, and iPod are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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