

Tetroms: Fast Action-Puzzle Game for iOS - Jez Hammond

Published on 12/12/11

Indie developer Jez Hammond of Zenout Studios is pleased to introduce Tetroms 1.0.1 for iOS, their new Action-Puzzler with fast sliding gameplay and incredible 3D graphics on all compatible devices. A universal app with retina graphics, players smoothly slide coloured rows and columns of balls around a 7x7 floating grid, edge-balls will wrap, attempting to match four-or-more touching colours horizontally and/or vertically.

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When 4 touching colours match, they will shoot off towards the attacking enemies above. If the player is too slow, the enemy will get close enough to the grid to start taking the balls' colour, after a few seconds a ball will lose all colour and become unmatchable. The game is over when there are no 4 matching colours remaining in the grid. Only the larger balls on the inside (5x5) of the grid can be used when matching four-or-more!

Players score points which are entered in Game Center leaderboards. There are 3 leaderboards to compete in: Handheld, Tablet, and Overall. There is also a local high-score for the device.

Music is by Gavin Harrison. Players can also choose to listen to their own music from their device's song library, via the built-in music picker. Sound effects are currently still in development - as Gavin only had time to make the 2 excellent music tracks! - they will make the first update and further transform the game into the marvel that it is! Meanwhile, the programmer has included explosion sounds to provide a satisfying feeling when an enemy is prevented from taking the precious colour!

Future updates are in the pipeline, which include more modes of gameplay, new set of sound effects, achievements, refined controls, and more.

Feature Highlights:

- * Fast, addictive, and competitive gameplay.
- * Lovely, smooth 3D graphics.
- * Awesome music.
- * Game Center leaderboards.
- * Amazing future updates.

Device Requirements:

- * iPhone 3GS, 4(S), iPod touch 3, 4, iPad 1, 2
- * Requires iOS 3.2 or greater
- * Universal
- * 17 MB

Pricing and Availability:

Tetroms is \$0.99 USD. It is scheduled for release early December, 2011 on the AppStore. Other devices are in the pipeline - Thanks to Marmalade SDK.

Tetroms 1.0.1:

<http://www.tetroms.com>

prMac: Publish Once, Broadcast the World :: <http://prmac.com>

Purchase and Download:

<http://itunes.apple.com/app/tetroms/id461461365>

YouTube Video:

<http://www.youtube.com/watch?v=OedHEDcr7S8>

Screenshot:

http://www.jezhammond.com/tetroms/screenshots/ipad_1.html

App Icon:

<http://a1.mzstatic.com/us/r30/Purple/fb/dc/e2/mzm.qbyrbcyf.175x175-75.jpg>

Press Kit:

<http://www.jezhammond.com/media/index.html>

Based in Plymouth, United Kingdom, indie developer Jez Hammond developes apps for iOS.

Jez

started coding as a hobbyist back on the Amiga in the 80's, and still thinks of himself as a hobbyist programmer. Copyright (C) 2010 Zenout Studios. All Rights Reserved. Apple, the Apple logo, iPhone, iPod and iPad are registered trademarks of Apple Inc. in the U.S. and/or other countries.

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