

Developer Learns Programming and Releases Five Star iOS Game in a Year

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With no prior programming experience, but a desire to create a quality game, developer Eric Ha was able to learn programming and release a five star game on the Apple App Store within a year. The game, *Psymon Says*, is inspired by the playground game *Simon Says*, but with added gameplay tweaks and power-ups. Players try their best to follow what *Psymon Says* and not get tricked, but even the sharpest player will be challenged. The goal is to score as high as possible before getting tricked.

Sacramento, California - Developer Funamite proves that it's possible for someone with no prior programming experience to learn programming, create a quality game, and release it on the Apple App Store within a year. By reading programming books and perusing websites, Eric Ha of Funamite gathered just enough information to start on his first programming project that went on to become his first released app.

The idea of the game, *Psymon Says*, builds on the old playground game *Simon Says* that everyone already loves and knows how to play, but with a few impactful gameplay tweaks and power-ups. The result is an original, challenging and addictive game that will trick the most mentally sharp iPhone, iPad and iPod touch players into disobeying *Psymon* as they try to beat high scores.

There are six 2d cartoon characters to choose from, each has his or her own unique animations. Characters include a skater, ballerina, pop dancer, martial artist, and your average boy and girl.

The rules of the game are simple, but *Psymon Says* will challenge anyone's ability to stay focused and pay attention. The goal is to follow what *Psymon Says* and not get tricked into making a mistake. Nobody likes to be tricked, but *Psymon* tricks everyone. The best anyone can do is to see how long they can last before getting tricked. Here is a short explanation of the rules.

1. Only follow what *Psymon* says. Example: When you hear "*Psymon Says* jump kick!", swipe up.
2. Swipe another direction when it's not what *Psymon* says. Example: When you hear "*Now* jump kick!", swipe down instead of up.
3. Swipe before the green timer bar is full to receive combo points. Combo streaks can quickly increase the score.

With this simple gameplay idea, the desire to learn and create, and some perseverance, Funamite was able to release a quality, five star game on the Apple App Store with no prior programming experience within a year. Eric Ha of Funamite says, "With so many tools and resources available online today, it's easier than ever before to create a good game. If I can do it with zero prior programming experience, anyone can."

Device Requirements:

- * iPhone 3GS, 4, 4S, iPhone 5, iPod touch (3/4/5 Gen) and iPad
- * Requires iOS 4.3 or later
- * 39.3 MB

Pricing and Availability:

Psymon Says - Simon Says Game 1.1.5 is Free and available worldwide exclusively through the App Store in the Games category.

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

Psymon Says - Simon Says Game 1.1.5:
<http://www.funamite.com/simon-says-game/>

Download From iTunes:
<https://itunes.apple.com/app/psymon-says-simon-says-game/id566957701>

Screenshot 1:
<http://a1795.phobos.apple.com/us/r1000/093/Purple/v4/a1/a3/6f/a1a36f5c-0a60-c8e3-d9b2-a5ebff3bae85/mzl.jbjvaupw.480x480-75.jpg>

Screenshot 2:
<http://a1034.phobos.apple.com/us/r1000/105/Purple/v4/f0/c8/9f/f0c89f70-83fd-ff1e-59b9-c87617f3cb81/mzl.jyppcwan.480x480-75.jpg>

App Icon:
<http://www.funamite.com/wp-content/uploads/2012/12/icon.png>

Press Kit (zip):
<https://dl.boxcloud.com/bc/1/c9924ab23fbaf1d456e32dffea4e5c2/JolueqOGpciD6dgYhecNBoVpYxkvmYe1ZLheZor6BF4DUBlelMQTkFwYIys3nlibNIIEHUp447tBZLaXDzIbNQ,/,/6fe7951edfce8a0455bdbc3cf9a7eac9/>

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