

New Spatial Puzzle Carves a Slot in the iOS Game Market

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Indie developer, Sergey Anisimov today announces Inangle 1.1, an update to his puzzle game for iOS devices. Aiming to be the digital successor of the Rubik's cube phenomenon, Inangle is clear, minimalistic and beautifully designed, using strong colors and geometric shapes to test your logic. Players have to logically find the best way to move, arrange and untangle a series of basic geometric shapes, such as squares and triangles. Version 1.1 adds French, Spanish and Russian languages.

Oxford, United Kingdom - Indie developer, Sergey Anisimov today is proud to announce the release of Inangle 1.1, a puzzle game which aims to be the "digital successor" of the Rubik's cube phenomenon. Currently only available for iOS systems, Inangle has been developed to provide first class puzzle fun in a way that is easy on the eye.

Clear, minimalistic and beautifully designed, Inangle uses strong colors and geometric shapes to test your logic. It is an app aimed at anyone who enjoys grappling with spatial riddles but who doesn't want to be distracted by whistles and bells. The basic premise of Inangle is that users have to logically find the best way to move, arrange and untangle a series of basic geometric shapes, such as squares and triangles.

Interaction with the game comes from basic gestures, such as swipe or tap, which rotate and shuffle the pieces of the puzzle on the game board. Starting from either a shuffled or complete board, Inangle eases players into untangling or creating attractive spatial patterns. The gripping game then quickly escalates to new levels of complexity, providing players with the potential for many hours of satisfaction in solving tough challenges.

Inangle Highlights:

- * Three difficulty levels
- * Shuffled or complete board
- * Clear colors
- * Minimalistic interface

"I want Inangle to be the first true digital successor of the Rubik's cube," explained Sergey Anisimov, designer of Inangle. "There is well-documented evidence that puzzles can stimulate the brain, as well as creating a fun past time. The thinking behind Inangle is that a game can be pleasurable and easy on the eye, while at the same time challenging and gripping. Inangle uses a minimalistic design and a simple interface, to make it easy to use and enjoyable. It also offers plenty of interest and stimulation to keep players coming back for more. I feel one of the best advantages of Inangle is the limitless possibilities it offers. Unlike some game apps which can quickly become repetitive or limiting, Inangle offers you literally millions of amazing combinations. So, whether you like your puzzles easy or tough, Inangle will grip you."

Language Support:

Inangle supports English, Spanish, French and Russian

Device Requirements:

- * iPhone, iPad, iPad Pro and iPod touch
- * Requires iOS 9.0 or later
- * Optimized for the iPhone 5 through iPhone 8, the new iPhone X
- * 19.3 MB

Pricing and Availability:

Inangle 1.1 is \$1.99 USD (or equivalent amount in other currencies) and available

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

worldwide exclusively through the App Store in the Games/Puzzles category. Promotional codes are available to members of the press. For more information, please contact Sergey Anisimov.

Inangle 1.1:
<http://www.inangle.com>

Purchase and Download:
<https://itunes.apple.com/us/app/inangle/id1317606016>

Screenshot 1:
<https://www.inangle.com/wp-content/uploads/2017/12/inangle-image-table.jpg>

Screenshot 2:
https://www.inangle.com/wp-content/uploads/2017/12/iPhone_6-Template-White-Ramotion.png

App Icon:
<http://is4.mzstatic.com/image/thumb/Purple128/v4/fc/1a/75/fc1a7570-ea41-237b-bae9-aea61281cf62/source/175x175bb.jpg>

Sergey Anisimov is a computer scientist with a love for puzzles and riddles. He has a strong mathematical and analytical background as well as more than 20 years' experience of building complex software applications and components. Copyright (C) 2017 Sergey Anisimov. 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. Other trademarks and registered trademarks may be the property of their respective owners.

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Sergey Anisimov
Owner

info@inangle.com

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