

PRESS KIT

Brothers Flint Coffee Pot Terrarium

Developer

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About: Co-founded in the basement of a college dorm in the fall of 2009, the first app my brother and I developed was *Satellite Defense* – a game for the iPhone that we built in our free time during our freshman year of college as a way to relax from long days of classes. We didn't make much money from our game, but it gave us exposure to the world of mobile application development. We started developing apps for clients, cutting our programming and art teeth in the process.

A couple years out of college, we still develop mobile apps for a variety of clients across the US, released a second mobile game *Up & Away* last year, and just launched a third game *Coffee Pot Terrarium* in June 2016. Our goal is to develop for PC and consoles in addition to mobile as we endeavor to reach new audiences with our games.

Game

Name: Coffee Pot Terrarium

Platforms: PC, Mac, Linux, iOS, Android, Consoles

Release date: June 2016 (PC, Mac)

Trailer link: https://www.youtube.com/watch?v=dK_VDHSqHUg

Steam store page: <http://store.steampowered.com/app/444020>

Description: Created by two brothers, *Coffee Pot Terrarium* is a turn-based puzzle game of tile manipulation. Raise new pathways to traverse the map, drop tiles to

eliminate the enemy. You'll find yourself in situations where you need to evaluate your options and take risks, assess enemy movement and attack ranges, create new paths to skirt danger, and find critical spots in the enemy's position.

Each level introduces new challenges, enemies, and encounters to overcome. It's a blend of the tactics and puzzle genres, with a result that is uniquely its own. Every feature of *Coffee Pot Terrarium* is carefully designed, from the art and music to the code and gameplay. It's a true indie game, so if you like it, tell your friends about it!

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