PuzzlingUs

Developer:

Bushi-go, Inc.

Based in San Mateo, CA USA

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Description?

Tap, tap tap your way through the maze to let the qBits get to their goal! There might be multiple paths to the end, but only one will give you the quickest time and the highest score. 25 levels will test your ability to focus and clear the maze as quickly as you can! Once we have a critical mass of players who have completed the first 25 levels, the game will automatically unlock the next 25.

Strange and Different?

PuzzlingUs is a spin-off from Bushi-go's popular point and click adventure game "The Agiliste". Through the magic of analytics we discovered that we had players coming back to play our puzzle-game locks even when there was no new content in the game. The game is now being offered as a standalone, for sale through The Agiliste game itself (once the latest update is ready), or findable in the App Store.

What about Bushi-go?

Founders Kimberly Unger and Douglas Sun each hold close to 20 years of experience in the traditional and videogame industries and both are seeking that perfect intersection between the interaction of a game and the immersion of reading a book (though the route to get there might be a little loopy).

Kimberly Unger (CEO) attended the Art Center College of Design, receiving her degree with honors (Ill '92). She has written two textbooks on mobile game design, "Game Development Essentials: Mobile Game Development" and "The Official Game Salad Guide to Game Development" both designed to serve as an entry point for new developers. She also lectures at UCSC's Baskin School of Engineering as part of their Games and Playable Media Master's degree program.

Douglas Sun (VP of IP) has been a gamer since the late '70s and a professional writer, designer and developer since the late '90s. He contributed to Decipher's Star Trek and The Lord of the Rings roleplaying games, and was line developer of the Legend of the Five Rings RPG. His work has been nominated for an Origins Award.

P PuzzlingUs

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