

Sexy Kanji Credits

Sexy

Sexy, also known as the [PopCap Framework](#) or SexyAppFramework, was generously released by [PopCap](#) Games to the public in 2005. Without these philanthropic efforts, SexyKanji couldn't have been realized. I'd like to thank all PopCap employees involved in the community edition of Sexy including (but not limited to): Brian Fiete (CTO, PopCap Games), Jeff "Architekt" Weinstein (Senior Game Developer), David Parton and Brian 'Ace' Rothstein.

Since its release, Sexy has been in dozens of 3rd party games and has developed a strong community backing. Without that community, Sexy would have never been ported to Kanji.

Kanji

[Kanji](#) owes its existence to Emmanuel Marty who took the time to create an engine poised to be the gold standard of casual gaming for the future. Emmanuel is best known as the lead programmer for the [Azada](#) series.

Kanji was developed from PTK by [Phelios, Inc.](#)

SexyKanji

The following team members are chiefly responsible for porting the PopCap Sexy App Framework to work on top of Kanji.

James Poag (Project Lead)

JPoag is a programmer and designer. He provided the programming and additional design for the best selling games *Haunted Hotel 1 & 2* as well as a couple of unreleased titles. He has experience porting games from the PC to the Mac. James has extensive experience with the PopCap framework from providing community support.

Jeremy Sullivan (Programmer)

Jeremy is the lead programmer for and owner of [Blue Footed Games](#) whose debut game *Travels with Gulliver* is available for the PC and Mac.

Heiko Fischer (Programmer)

Heiko is the lead programmer for and owner of [Sallowness Games](#). Heiko provides the space and administration for the [Sexy App Framework community](#).

Andrei Lazutin (Quality assurance / Code review)

Andrei is the lead programmer for and owner of [Rumbic Studios](#). Rumbic is known for [Wizard Land](#) and [Lost in Reefs](#) for the PC and Mac.