

Excellent job so far you guys nailed it. The game is fun to play. I could see myself playing this game on my phone. Has anyone tried the game on their phone? If it forces you to have an iOS developer account to install it on your iPhones I could let your team use my personal developer account so that you can try it on your phones.

I just tried the game and my highest score is only 10. The game is such a challenge to get through the cactus gaps. I think I only made it through maybe 3 at the most. I like the addition of the rocks. It seems like for pretty long periods for multiple objects I am able to stay at the top and clear several objects or go to the bottom. If that wasn't the case my high score just now would only maybe be 1 or 2. Nice game I can see why floppy birds is so addictive and why it did so well on the app stores.

Looks like Unity is really easy to make the games and learn to do games quickly. I personally want to make some games and release them myself in the near future using Unity and release them to all platforms Android, iOS and even windows phones.

It will be great to see the source code and a more technical showing of your app along with the demo at the next meeting at the Sogeti office. It would be great to have access to the source code also and to get the final project source code.