

As the gaming media matures so does its audience. Our company strive to make games for kids, young adults, adults and seniors. Our company's main objectives is to make games fun, everything else is secondary. While having fun with games most people don't realize that they are subconsciously practising a skills and are introduced to subjects that may interest them. We want to take advantage of this fact and make learning fun, from infants learning shapes and math to seniors just improving brain functionality.