Flinging Monkey Games

Business Profile

PhilLip Conte, Benjamin Goulet, Jeff Certosini

2015

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# Members

## Phillip Conte – CEO

* Age: 34
* Address: 5144 rue Davidson, Montreal, QC, H1P 2YP
* Phone: 514-517-0561
* Email: [phillip.conte@flingingmonkey.com](mailto:phillip.conte@flingingmonkey.com)

Phillip Conte is a 13 year veteran of the video game industry and has worked for companies such as Frontier Games, Lucas Arts, Behaviour Interactive, Electronic Arts and Ubisoft. Phillip received his diploma in Computer Programming from “Institue Supérieur d’Informatique” in 2003 and immediately started working as a Gameplay Programmer on games such as “Thrillville Off The Rails” for Frontier Games. Moving on to Lucas Arts to work on “Star Wars: The Force Unleashed” and then “Wet” for Behaviour interactive, Phillip continued to work as a Gameplay and Artificial Intelligence Programmer. Phillip then started as Gameplay Team Lead on “Army of Two the 40th Day” and then jumping over to Ubisoft Montreal to help deliver “Watch\_Dogs” as Production Manager. Phillip recently completed an Independent Video Game Design diploma from Dawson College.

|  |  |  |  |
| --- | --- | --- | --- |
| **Assets** |  | **Liabilities** |  |
| Bank Account | $5,000 | Credit cards | $1,000 |
| Properties | $0 | Note due to banks | $0 |
| Vehicles | $5,000 | Loans | $0 |
| Equipment | $7,000 | Mortgage | $0 |
| Other Assets | $5,000 | Other liabilities | $0 |
| **Total** | **$22,000** | **Total** | **$1,000** |

## Benjamin Goulet – Game Designer

* Age: 31
* Address: 7522-1 Mercier Street, Montreal, QC, H1P 2YP
* Phone: 514-216-7939
* Email: [benjamin.goulet@flingingmonkey.com](mailto:benjamin.goulet@flingingmonkey.com)

After graduating from the Independent Video Game Design class at the Dawson College to obtain his diploma as a game designer, Benjamin already had a firm grasp on his craft. As an active member of the independent development community in Montreal, he participated in multiple game jams and took part in Critical Hit 3 years in a row. Aside from the handful of successful mobile games he has produced and released on the Apple Store by himself ( Jingle Run, Crappy Turd, Warfare of Current Times: Dominatrix ), he has also participated in the production of other independent titles released on Steam as a Game Designer ( Risk of Pain, Bet Trap Runner ).

|  |  |  |  |
| --- | --- | --- | --- |
| **Assets** |  | **Liabilities** |  |
| Bank Account | $10,500 | Credit cards | $0 |
| Properties | $0 | Note due to banks | $0 |
| Vehicles | $0 | Loans | $0 |
| Equipment | $3,000 | Mortgage | $0 |
| Other Assets | $10,000 | Other liabilities | $0 |
| **Total** | **$23,500** | **Total** | **$0** |

## Jeff Certosini – Artist

* Age: 20
* Address: 7390 David Laurent, Montreal, QC, H1P 2YP
* Phone: 514 -886-0541
* Email: [jeff.certosini@flingingmonkey.com](mailto:jeff.certosini@flingingmonkey.com)

Graduated in independent video game design at Dawson College at an early age. After getting his diploma he started right away as an artist at Flinging Monkey Games.  He has made quite a lot of sprites and animations for the company, so much that he is the only artist in the company. Before Flinging Monkey Games, Jeff has done a few Critical Hits, devoting himself to anything he does. He worked on the IOS game: Love of The Poop, for 2 years until it released and made a big success especially in Australia. Jeff is filled with potential and talent, hence why Flinging Monkey Games hired him at a young age.

|  |  |  |  |
| --- | --- | --- | --- |
| **Assets** |  | **Liabilities** |  |
| Bank Account | $4,000 | Credit cards | $0 |
| Properties | $0 | Note due to banks | $0 |
| Vehicles | $10,000 | Loans | $0 |
| Equipment | $800 | Mortgage | $0 |
| Other Assets | $0 | Other liabilities | $0 |
| **Total** | **$14,800** | **Total** | **$0** |

# Business Profile

## General Information

* Name: Flinging Monkey Games Inc.
* Starting date of business operations: February 14 2015
* Legal Form: Incorporated
* Industry: Gaming
* Office Address: 1423 Lost Street
* Phone number: 514-886-0541
* Website:  [www.FlingingMonkey.com](http://youtu.be/SQHKlxKjyfM?t=36s)

## Mission Statement

We aim to specialize in delivering accessible and engaging video games on mobile and portable consoles with a unique focus on cross-platform gaming, allowing players from all mobile platforms to engage in gameplay together.

## Product and Services

Flinging Monkey Games will establish itself as a front runner in cross-platform gameplay by releasing its first game, Flinging Monkeys, as the first game ever to allow cross-platform online gameplay between all compatible mobile devices and the Nintendo 3DS. The game will support local wireless multiplayer, allowing a player to challenge anyone in his vicinity, as well as online matchmaking.



Featuring a colorful, vibrant and humoristic art style, Flinging Monkeys will provide easily accessible yet deep mechanics that will pit two players one against the other as they fling poop at each other. Good reflexes, timing and anticipation will be key to outplaying your opponent. We plan to provide and maintain a shared leaderboard between all platforms, as well as a forum and the opportunity to buy several customization products, such as mobile cases, 3DS themes and in-game items that will let players personalize their monkeys.

## Business Opportunity

Cross-platform gaming is a young, untapped market that allows Flinging Monkey Games to explore and integrate itself as a forerunner with its first game Flinging Monkeys. With the added support of wireless local network play, this broadens our potential player base. The support of all these platforms is a somewhat new technology that Flinging Monkey Games has helped develop and is looking at new ways to integrate this feature in the majority of its games. No other game has had this type of feature in a portable device only venue. And with the added integration of other social media such as Facebook, Twitter and Instagram, this will allow propagation of our IP.

With Phillip Conte as the head programmer, he was integral in developing this technology and is the best candidate to continue support and development for future advances and projects. This allows Benjamin Goulet free reign in designing new and innovative ways to exploit this feature as Creative Director and game designer, and with his expertise gained from previous employment, he has a clear vision of the Flinging Monkey IP. And our artist Jeff Certosini is a master artist that has the perfect style and penmanship to render these ideas in vivid colour.

# Appendix

## Phillip Conte

* Resume
* Dawson College Diploma
* ISI Diploma

## Benjamin Goulet

* Resume
* Dawson College Diploma

## Jeff Certosini

* Resume
* Dawson College Diploma