2.4 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 Certossini is a master artist that has the perfect style and penmanship to render these ideas in vivid colour.