About Matt & Matt:

Matt Arbesfeld and Matt Tancik are juniors at MIT majoring in a combination of computer science, electrical engineering, mathematics, and physics. Matt and Matt met on their first day at MIT when they discovered that they shared a favorite ice cream flavor (pistachio) and also lived on the same floor in their dorm (Conner 3). Since then, Matt and Matt have tackled a wide variety of college life problems which they deemed important for the greater good. They have built an app that allows them to play synchronized music over their iPhones, outfitted their dorm rooms with LED lights which flash to the beat of music, and created a device to monitor the progress of their Thanksgiving turkey. Marble Drop is Matt and Matt's first video game offering, and we hope that you enjoy playing it as much as we do!

About Marble Drop:

Marble Drop is Matt Arbesfeld and Matt Tancik's first mobile game, and was created as part of the MIT iOS Games Competition. After winning a top prize in the competition, Matt and Matt spent the rest of their semester at MIT working on Marble Drop during their spare time, often to the detriment of their school work.

The concept behind Marble Drop is simple: players drop colored marbles into "funnels" in order to match the marbles with their corresponding "cups". During the course of the game's 60+ levels, players are introduced to a wide variety of game mechanics which affect the path of the

marbles, including cannons, color mixers, explosives and many more. As the player progresses through the game, the mechanics become more and more advanced. For example, some of the game's later puzzles require that the player swipe to control gravity. In these levels, one must strategically juggle marbles in mid-air until the marbles reach their goals. Other levels require perfect timing of marble drops in order to win.

For an extra challenge, players can try to collect all of the game's 181 stars, which are awarded based on how fast and efficiently each level is solved. Coins are also given after every completed puzzle, and they can be used to purchase hints and new level packs.

Marble Drop was launched for iOS and Android on Sunday, July 13 and has seen tremendous growth since its launch. Within the first 10 days of launch, over 100,000 users downloaded Marble Drop and played over 2.5 million levels. Marble Drop is approaching the top of the Puzzle and Strategy lists in both the Apple App Store and Google Play Store.

Marble Drop would not have been possible without all of the help from classmates and indie game supporters. In particular, the sponsors of the MIT iOS Games Competition - MakeGamesWithUs and Apportable - were incredibly helpful throughout the development process. In particular, MakeGamesWithUs provided invaluable guidance at every step in the development process.

We hope you enjoy Marble Drop - we had a blast creating it!

-- Matt & Matt

Statistics (as of July 19, 2014)

United States iPad App Store (free)

Games: 28th place

Overall): 50th place

Strategy: 5th place

Puzzle: 13th place

Downloads / day: 12,000 – 15,000

Levels played a day: 300,000

Links

Website: http://www.marbledropgame.com

Apple App Store: https://itunes.apple.com/us/app/marble-drop/id787391884?ls=1&mt=8

Google Play Store:

https://play.google.com/store/apps/details?id=com.arbesfeld.marble_drop_test

Facebook: https://www.facebook.com/mdropgame

Twitter: @marbledropgame