

Two MIT students build a top 30 ranked iPad game

What started out as a class project for MIT juniors Matt Arbesfeld and Matt Tancik has turned into an overnight gaming phenomenon. “Marble Drop” is Arbesfeld and Tancik’s first mobile game, and although it may have garnered a top prize in the MIT class, you don’t need an Ivy League degree to enjoy this physics-based puzzler.

Arbesfeld and Tancik met on their first day at MIT, and having lived on the same floor for two years, have worked on multiple projects together. The pair’s complementary skillset – with Arbesfeld being more the coder, and Tancik the designer – has let the two produce a wide variety of apps. “We’re really comfortable working together,” Arbesfeld explained, “we would draw ‘Marble Drop’ levels for each other in the middle of class.”

The concept of “Marble Drop” is simple: drag colored marbles into funnels so that they fall into like-colored cups. While the first few levels serve as an introduction to the game’s mechanics, the developers waste no time layering on new elements which ramp up the game’s difficulty. By the end of the Marble Drop’s ingenious 60 levels, you will have mastered the use of cannons, color mixers, explosives and more.

“Marble Drop” has risen rapidly in the App Store rankings, and is now in the top 40 on the iPad store. Tancik is certainly happy with the success, if not a bit astounded: “We’re really amazed with the response from the community. We knew we had a great game, we just didn’t expect it to take off like this.”

“Marble Drop” is available for free on the App Store and on Google Play.

When will it be finished? “If people keep downloading and keep telling their friends, we are going to keep making more content for them,” Arbesfeld explained.