

# rookfall

Greetings,

I'm Ronald M. Burgess, the co-creator and co-developer of Rookfall. I've got some big news to share, but I'll start with a brief history.

Rookfall began as the final project of Quinnipiac University student Michael Bunker with recent graduate Ronald M. Burgess. The goal in mind was to create a quick-to-play, mind-stimulating game with an abundance of content. Rookfall's core mechanic originated from a mini-game in [Amanita Design's Machinarium](#). By iterating through various additional mechanics, we determined the inclusion of walls was ideal for a compelling experience.

At the time of graduation, the quality of the game was not up to our standards, so we continued development; and after several aesthetic and theme shifts, the rook in purgatory surfaced as not only the most thematically powerful but the most time and cost effective as well. This game has been one massive learning experience for both of us, and it's our pleasure to share it with everyone!

Michael and I are proud to announce that [Rookfall is now available on iOS and Android devices for \\$2.99 USD.](#)

**iOS Devices:** [iOS App Store Page](#)

**Android Devices:** [Google Play Store Page](#)

**More info:** [rookfall.com](#)

**Press Kit:** [rookfall.com/presskit](#)

**Game Title:** Rookfall

**Genre:** Puzzle

**Release Date:** 11/8/2016

Stay tuned for more updates on all things Rookfall including details about our imminent launch on Windows, and MacOS PCs.

- Ronald M. Burgess