

A 16 Year-Old Releases Matcholor on the App Store

Brian Lin, a 16 year old iOS developer from BriCliffThom, releases the addicting game Matcholor on the App Store.

SAN JOSE, CA, UNITED STATES, February 26, 2015 /EINPresswire.com/ -- After weeks of hard work, [BriCliffThom](#) today is proud to release "[Matcholor](#)" to users worldwide. Everyday, people experience boredom, whether it's at school, at work, or waiting for the bus. We need something to entertain ourselves to make time fly by. Matcholor is aimed to solve that problem. The game idea started when Brian, the iOS developer, became bored during winter break and decided to create something new. Inspired by popular games, BriCliffThom decided to use Brian's idea and create a simple game that can be learned in just seconds.

Matcholor is an extremely fun game suitable for all ages. The game is for everyone who's looking for some entertainment during a boring event or just during anytime of the day. The objective of the game is to match the center square's color with either of the 2 (top and bottom) target area's color and drag the square into the appropriate area for points.

Matcholor will absolutely blow your mind! It is an extremely simple game relied heavily on dragging and tagging. It takes just 10 seconds to learn.

Device Requirements:

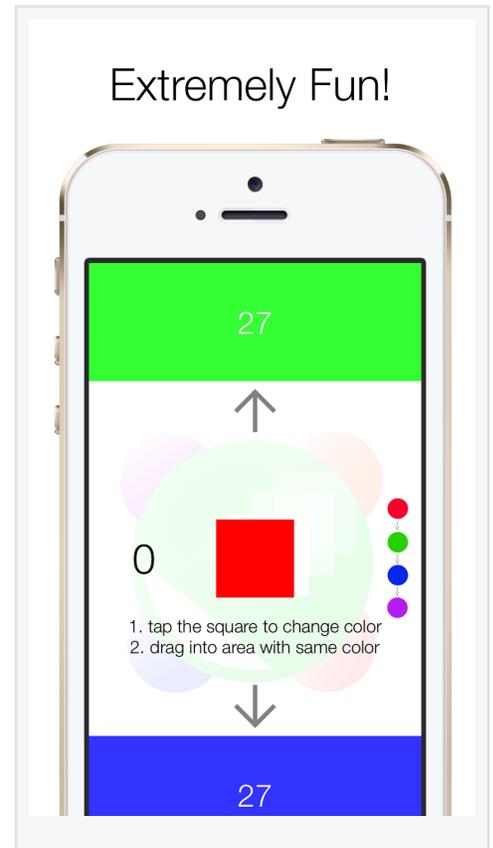
- * iPhone, iPad, and iPod touch
- * Optimized for iPhone 5, 6/6 Plus
- * Requires iOS 7.0 or later
- * 25.3 MB

Download Matcholor: <https://itunes.apple.com/us/app/matcholor/id954676153?ls=1&mt=8>

Pricing and Availability:

Matcholor 1.2 is free and available worldwide exclusively through the App Store in the Games category.

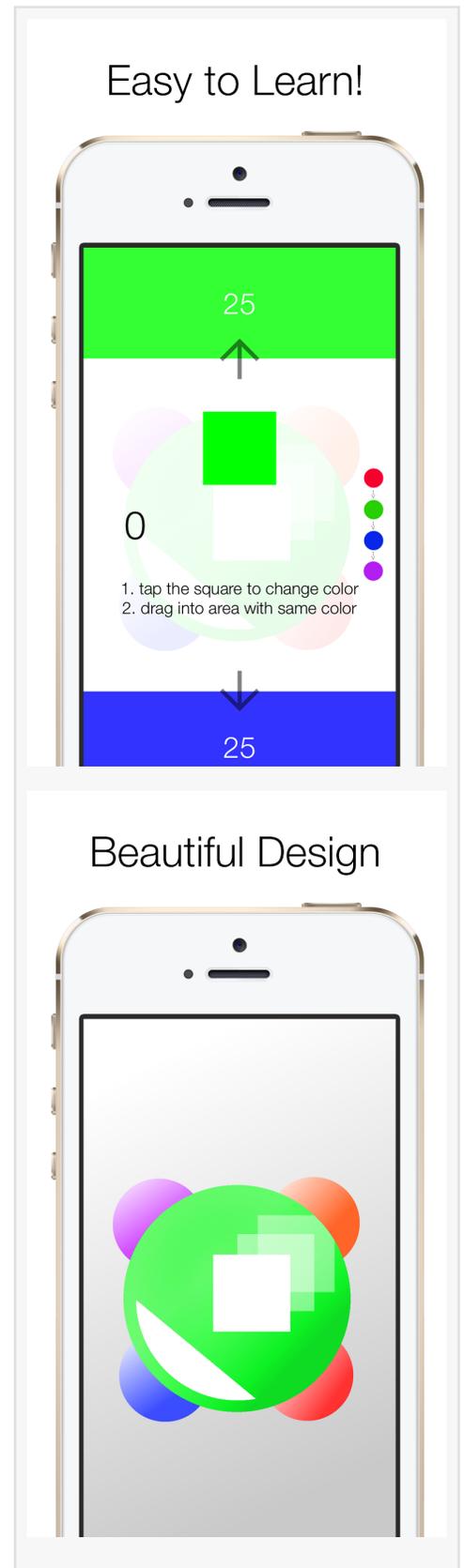
BriCliffThom is a family coding studio in San Jose, CA. It was first founded in 2011 by the family members. The family coding studio name BriCliffThom consists of president Cliff Lin(40), developer/graphic designer [Brian Lin](#)(16), and graphic designer Thomas Lin(14). It is BriCliffThom's 5th app on the App store. Brian Lin has been learning how to code every since 3 grade when he first started with BASIC. In the summer of 6th grade, he attended a camp and taught himself C . The year



after, he became interested with iOS development and started to self learn Objective-C. During the course of 8th grade, he began releasing apps onto the App Store. Brian also won the WWDC Student Scholarship for two years in a roll.

BriCliffThom Website: <http://bricliffthom.webs.com>

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