his "game" is just a proof of concept demo. While discussing projects that we have in development, I jokingly said that I should just make a game where the only purpose is to tap the screen. Plus, it's the one skill that everyone pretty much has. Everywhere you look, you see people just peckin' away. So why not develop a game that allows us as a society to harness the one and only "skill" we now have.

We've spent months working on developing a business suite app that may or may not yield a profit. However, it always seems that the stupidest things go viral & slay (yes, f\*ckin SLAY.)

I've given in & developed an app that people really want and filled a void in the market. Who needs a business app anyway... What's that? You need to manage a business? fageta'bout it! You really need to peck that screen. It needs you & you need it!

After concluding our market research and analysis we’re projecting this game to make trillions.

If anyone gets offended by this app, you’re taking life too literally...so relieve some of that anger & stress by peckin that screen of yours... It really doesn't get any stupider than this does it?

Like I said, it's just a proof of concept & really the whole thing is a joke. The source code is terrible & profane. There are global variables polluting the global namespace. It will also probably crash at some point because it's not optimized in any way & takes up more memory than it should.

So yeah, this "game" is an absolute pile.

I threw this together in about 4 days, 3 of which I spent learning to implement the HTML5 Canvas API. (It's not an API that you typically use in business software, so yeah, I had to do some homework.)

So have fun Peckin you Peckers :)

Ridiculous proof of concept game.

While talking to Katie one night about all the work that's required to develop, I jokingly said that it always seems to be the simplest apps games that end up going viral and making millions and I should just create a game where the only object is to tap the screen. No levels, no score, no enemies, no goals. You just tap the screen. That’s it.

The idea is stupid, but my point was the situation that really applies to almost every industry. There’s always that one product that is so simple, but whatever function/feature it provides, it provides it in a way that can’t be beat.

An example of a product that comes to mind is the furniture sliders I used to use when I operated the carpet cleaning business I owned. They couldn’t be simpler. They consisted of:

* Foam top,
* smooth plastic bottom

Boom! You could instantly move a 500lbs hutch across a carpet all by yourself. No waiting or relying on someone to help you move it & probably end up breaking your back & said hutch in the process.

I’m sure everyone’s familiar with the feeling after seeing or using a product that is so simple but also the best at doing what it was designed todo. It also leaves you wondering: why didn’t I think of that? Maybe a wave of jealousy moves over you as you think about the millions the inventor/creator made and how their probably enjoying themselves on a private beach somewhere tropical.

That’s how I feel anyway & I have a feeling I’m not alone.

So I took a couple days and made a stupid game. Will it make millions? No, will it make dollars? Maybe. I made it as a proof of concept & also learned some graphical programming techniques in the process, so it’s already paid off.

A word of warning: This game is vulgar. Is it professional? No. Should I have it on my website? Probably not. But I think everyone needs to laugh at themselves & how ridiculous society can be.

If you don’t laugh playing it or reading the commentary below the game, then I will apologize your non-existent sense of humor. I won’t apologize for some of the vulgarity. It’s only used as a means of emphasis on certain things & not overused to the degree we hear every day anyways.

Check it out here: PeckerPeck (yes, the name of the game is PeckerPeck) and have a laugh & good day.

-Brandon Reilly (sole developer of this one, Katie thinks I’m crazy and wanted no part of this )