



# Cowardly Heroes Press Kit

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Iris Edge Studios  
Solo Indie Developer

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## About me

Im Alex, a solo indie developer, after years of learning about the game development industry by myself and following my passion i've finally finished a video-game that I can call my own. I've always had many problems growing up, from personal to social and my life was always defined as 'not easy', every single day the only thing that made the noise and pain go away were videogames. I didnt have any money at all so free videogames was all I could play, they were how I learned english and how I grew a passion for video-games. So they were always a big part of my life and to finally be able to have a game I can proudly claim as my own is just... amazing!

## About the game

Cowardly Heroes is a free fun arcade casual game for mobile devices. It features many challenges, many fun twists and the cherry on top of the cake is its pixel-art style. The game was completely based on the awesome world of pixel-art!

It has an unique style with hand-made mechanics and a dedicated developer that follows and listens to all given feedback while using it to improve the game!

Pixel-art games is a popular topic [all over the web](#) and there are a lot of communities dedicated to it, this is a big reason why I picked pixel art as the art style for my game. I already have a following of people ready for the release of the game and already had game testers test the game and return with feedback so its ready to release.

The game is not live and is releasing around the end of October (date is not fixed in any way, merely an estimate), the attached .APK game is the latest version and not much should change. Attached are high quality screenshots and a ready-to-play .APK installation of the game (as mentioned)! Along with that you can watch the games (yet private) trailer on [YouTube](#) (<https://youtu.be/Dw-n7m9zorc>). Everything was made by me from scratch since I love learning new programs and it was quite a journey, from learning how to edit images to how to get a viewers attention in a trailer, but it was all worth it.

## Attachments

- I. Screenshot1: <https://i.imgur.com/EQzL6cg.jpg>
- II. Screenshot2: <https://i.imgur.com/NeOYitT.jpg>

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- III. Screenshot3: <https://i.imgur.com/Bn47pKR.jpg>
  - IV. Screenshot4: <https://i.imgur.com/eqih5R8.jpg>
  - V. Screenshot5: <https://i.imgur.com/gJnDi4p.jpg>
  - VI. APK File:  
<https://drive.google.com/file/d/1XCXSKn7WHnloGEMDovvYfpSzTW0ovjOG/view>

Any questions or any other footage requirements (such as raw gameplay) please email me at [irisedgestudios@gmail.com](mailto:irisedgestudios@gmail.com)