Milton whiz kid's iPhone app downloaded 2 million times

Naveen Sidhu's The Impossible Test game international hit

Naveen Sidhu is the creative e developer and savvy businessman behind the world's most popular free iPhone app of the moment, The Impossible Test.

He's also 18 and lives with his ≥ parents.

The Milton teen started his own company, PixelCUBE Studios (www.pixelcubestudios.com), and created The Impossible Test last summer. As of last Thursday, it had been downloaded by more than two million people.

The game consists of interactive graphics with random, headscratching instructions. For example, one question says to "touch the green water droplet" - but the only image on the screen is most definitely a sky-blue rain drop.

This causes some players to droplet!" (Hint: Stay calm, do nothquestion.)

a single-day promotion on March downloaded worldwide.



GRAHAM PAINE / CANADIAN CHAMPION

shout out, "There IS no green water POPULAR GAME: Naveen Sidhu shows his iPhone app The Impossible Test, which is gaining widespread popularity.

ing, and you'll make it to the next 30. When 28,000 people took him Despite its name, the game isn't Sidhu's budding career began up on the offer, he decided to extend actually impossible. "I can do the after he downloaded an app called Sidhu originally charged \$0.99 it. Now, The Impossible Test is aver- whole thing in 100 seconds, just The Moron Test. "I got it, I played and then \$1.99 for the app, which aging 200,000 to 250,000 free under two minutes," Sidhu says. and I decided I could make a much works on an iPhone or an iPod downloads a day and for the past "But if it was your first time playing better game than that," he says. Touch, but decided to offer it free for nine days it's been the No. 1 free app ... it'd probably take you at least an He taught himself how to prohour."

gram with the few written and video

online tutorials available at the time (he has since created his own, which have been viewed 40,000 times on YouTube).

He created his own graphics and tested the product on his parents and two younger brothers. They thought it was too hard, so he made it easier. His mom, Sukhpal Sidhu, thought the game needed some "cute little things" to make it appeal to both genders. He adjusted.

The result was an interactive game you touch, tap, shake, swipe, tilt and sometimes stare blankly at.

The secret, Sidhu says, was how he worded the 65 questions or puzzles. "Every question, I write exactly what you're supposed to do, but I write it in a way that people have to think about it," he says. "If you think logically, it's the easiest game

Even though the app is free to download, users can also buy \$0.99 answer sheets - but Sidhu won't say how much he's made.

Sukhpal says her eldest son gets straight As and has "always been sharp.

"He's always doing these things on his own."

After Sidhu graduates from high school, he hopes to study computer engineering at the University of Waterloo, although he hasn't received an acceptance letter yet. He also dreams of joining the mother

"I want to work at Apple in California, but my mom, she's against it," he says. "She wants me to work locally and live locally. I want to work at Apple."

— Torstar News Service





