



Momenta!

Press Fact Sheet

Title	Momenta!
Developer	Luke White
Genre	Puzzle
Platforms	iOS
Release Date	Spring 2026
Price	Free to play 45 levels, \$4.99 to unlock all 200+ levels, community hub, custom ball skins

Description

Momenta! is a momentum-based puzzle game where players slide a rolling ball through hexagonal mazes. Walls, rotating tiles, tunnels, and portals redirect the ball's movement, requiring players to plan routes several moves ahead. With more than 200 handcrafted puzzles across nine worlds, Momenta! focuses on clean logic design, satisfying chain reactions, and spatial reasoning.

Key Features

- Momentum-based sliding puzzles on a hexagonal grid
- Rotating tiles, tunnels, portals, and other mechanics that redirect the ball's path
- 200+ handcrafted levels across 9 puzzle worlds
- Replay challenges that add new objectives to every level
- In-game level editor and community hub for creating and sharing puzzles
- Original soundtrack with adaptive music that evolves as puzzles progress

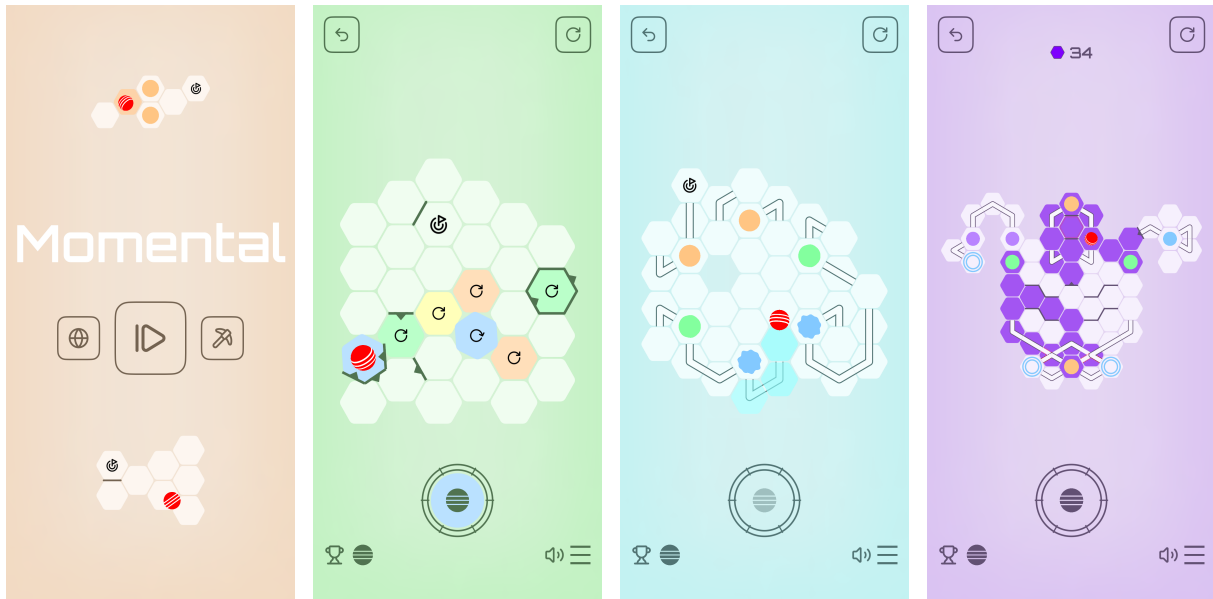
About the Developer

Luke White is a psychiatrist and independent game developer based in San Francisco. Self-taught in programming, design, and music, he began creating puzzle games three years ago. Momenta! is his second game, following the daily word puzzle CraftWord.

Contact

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Screenshots



In-Game Level Editor

