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**Dianysma Interactive launches toonfit technical preview and
Indiegogo campaign**

FOR IMMEDIATE RELEASE

February 1st 2016(London, UK) – Dianysma Interactive launches Indiegogo campaign and technical preview for toonfit, an exergaming fitness application devoted to motivate kids workout and eat healthy.

Toonfit is designed to engage kids. Cute cartoons animated directly from personal trainers using the latest motion capture tech. Cartoons are considered one of the best possible ways to motivate kids. Toonfit was developed in order to help them grow up into adults with healthy lifestyle.

Our product can bring an incomparable experience to kids. They will be able to enjoy magnificent workout sets and nutrition tips along with funny and engaging achievements and mini games. All these combined with multilingual menus and voices, workout timers, calorie counter, adaptive variable difficulty, smartwatch sync(depends on platform), parental control and performance graphs/history. The final result is going to be a unique synthesis of features that make toonfit an outstanding fitness application. The product is offered on multiple platforms, desktop and mobile, so that children can enjoy themselves working out almost everywhere. Tech preview available on Android, Windows and OSX. iOS edition coming soon (under review). Links are available on our website.

We are a video game development team. We have worked as freelancers making games with Unity the last years, most times cooperating with artists for content. Until we decided to start our own project, toonfit. Now that we have reached the end of the first and most important development phase, we decided to accelerate development and launch a campaign on Indiegogo platform. You can find more info about us and our product on our website.

<http://toonfit.com>

<http://dianysma.com>

Twitter: @toonfit @Dianysma_Int

Media press kit: http://bit.ly/toonfit_media

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