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Eight-Year-Old's Game Idea Becomes Feed the Lemon, Out Now on Android

Inspired by Forsaken on Roblox, Mitchell Clay's daughter created the game's concept, characters and gameplay; her father handled the coding.

HOUSTON, Texas - November 22, 2026 - Best ROI Media is sharing the family story behind Feed the Lemon, a pixel-art cooking game available now on Google Play. The game's creative vision came from founder Mitchell Clay's eight-year-old daughter, who created its concept, characters and gameplay. Clay handled the coding to bring her ideas to life.

A fan of Forsaken on Roblox, she brought her own imagination to a different setting: a small kitchen serving one giant, increasingly impatient lemon. The result combines cooking challenges, strange surprises and twelve animated endings.

Players control a chef, catch ingredients from a moving conveyor, follow recipe cards, mix fillings, bake pies and keep their demanding customer fed. Timing matters throughout the kitchen, and a successful shift takes more than simply choosing the right recipe.

Experimentation is part of the appeal. A perfect pie can lead to a happy customer, while unusual ingredients and kitchen disasters send the story in other directions. Players discover endings, collect their favorites and earn coins for better ovens, tools, fillings and decorations.

Behind the finished game is a father-and-daughter collaboration with distinct responsibilities: she supplied the creative direction, and her father supplied the programming. Feed the Lemon turns a young player's enthusiasm for games into something other people can download and play.

Available now on Android

Feed the Lemon is free to download for Android phones and tablets, with ads and an optional USD 1.99 purchase that removes automatic ads. It supports landscape touch controls and controllers. Core gameplay works offline, and no account is required.

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About Best ROI Media

Best ROI Media is an independent studio based in Houston, Texas, creating original games, software and websites.

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