**BUG & GAMEPLAY TWEAK LIST**

**Global**

* Timer countdown for all games
* [FIXED] Difficulty selection: remember difficulty of the last game when player hits back.

**Conveyor Belt**

* [Fixed - 29/4/2014] Numbers are too fast
* [Fixed - 29/4/2014] Colliders too small
* [Fixed - 29/4/2014] Numbers can be seen at the side of the screen
* Game is too plain
* [Fixed - 29/4/2014] Tick/Cross should not be covered
* [Fixed - 7/5/2014] Displayed divisor is incorrect

**Card Game**

* [Fixed - 27/4/2014] Too little time (for the harder difficulty)
* [Fixed - 9/5/2014] Card shifts to the left when flipped over
* [Fixed - 9/5/2014] Cards do not rotate about its own center
* [Fixed - ?] 2 cards with texture issues (hard difficulty)

**Mental Math**

* [FIXED - 28/4/2014] - 4 and 9 button’s textures have display issue

**Fly Swatter**

* [FIXED - 28/4/2014] Relatively hard to swat the flies
* [FIXED - 28/4/2014] Flies are very small on devices with smaller screen
* [FIXED - 29/4/2014] Back button not working
* [IMPLEMENTED - 28/4/2014] Needs lesser flies
* [Implemented - 9/5/2014] Starting time increased from 5.0s to 10.0s
* [Implemented - 9/5/2014] Additional time per level increased from 0.5s to 1.0s

**Cloud Game**

* Numbers are quite hard to drag
* No winning condition
* Numbers not appearing in cloud

**Color Sequencing**

* [FIXED - 23/4/2014] - The purple color is hard to see at the side (same color as UI)
* [FIXED - 23/4/2014] - All colors should be shown when the player gets it wrong
* [FIXED - 24/4/2014] - Colors are clickable during memory time, turns grey on click

**Avian Counter**

* [Fixed - 2/5/2014] No feedback when answer is input
* [Implemented - 2/5/2014] Players given 3 seconds to count before area blacks out
* [Fixed - 6/5/2014] Bug where player is unable to progress after time runs out and shows cross
* [Implemented - 9/5/2014] Game will no longer yield 0 birds on screen, to avoid confusion
* [Fixed - 9/5/2014] Number of birds on screen no longer exceeds threshold set (based on difficulty), espeically when equation is an addition.
* [Implemented - 9/5/2014] Countdown timer for each equation set

**What’s That Shadow**

* [FIXED - 28/4/2014] - Randomize positions of icons
* [FIXED - 29/4/2014] - Occasional game crashes
* Level progression

**Operation Operator**

* Different coloured boxes to differentiate between operator and numbers
* [FIXED - 2/5/2014] Allow more than 3 characters in the answer box
* [Implemented - 7/5/2014] Allow numbers to only be used once
* No feedback
* [Removed - 7/5/2014] Tick has no purpose????????????????????????
* [Fixed - 7/5/2014] Numbers remained grayed out after question reset

**Number Tapper**

* [Fixed - date] Number not centralized
* [Fixed - date] No textures on Number Tapper Grid (Both difficulties)

**Dice Game**

* [Fixed - 30/4/2014] Cards are square but when flipped, it has rounded edges
* [Fixed - 30/4/2014] When the correct card is flipped open, the resetted card can be seen for a second or so before it is covered again
* [Implemented - 7/5/2014] Sidebar now shows the number of dice to be flipped over

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