"Enhance the puzzle game by applying the following improvements and features:

1. Optimize the game's user interface so that it works seamlessly across both mobile and desktop devices. This includes adjusting layout elements, ensuring responsive controls, and improving accessibility so that players can enjoy the game without issues regardless of their screen size.

2. Add interactive visual feedback to increase player engagement. For example, include smooth animations when tiles move, highlight correct actions, and use subtle sound or visual effects that make gameplay more immersive and satisfying.

3. Redesign and refine the level progression to achieve a better balance between challenge and enjoyment. Early levels should guide and motivate new players, while later stages should gradually increase in complexity to maintain interest and provide a rewarding sense of accomplishment.

4. Introduce a victory celebration feature when all levels are completed. This includes animated confetti, fun visual effects, or short celebratory messages that give players a sense of achievement and make the final completion more memorable.

5. Improve the underlying code structure for performance and long-term maintainability. This involves cleaning up redundant functions, organizing logic for easier updates, and ensuring that the game runs smoothly without unnecessary delays or crashes.

6. Enhance the overall design consistency, including better use of colors, typography, and layout, to create a more polished and professional look that appeals to players and improves the overall user experience."