



## Magic Sort

Category	Analysis
<b>Game Mechanics</b>	The core puzzle asks players to pour colored liquids into bottles until each one contains only a single color. Each bottle holds four layers, and stacking must follow logical rules that are simple to understand. Progression adds hidden liquids, locked bottles, and multi step setups that create more variety. Most puzzles have more than one solution, which makes the game flexible and encourages experimentation.
<b>Level Design</b>	Levels 1 to 4 act as a tutorial with a clear tap to move instruction. After this, difficulty increases step by step and feels predictable, giving players confidence as they move forward. New features are introduced at steady intervals, allowing time to adapt. Layouts remain clean and readable, and challenge comes from more colors and bottle interactions rather than clutter.
<b>Level Difficulty</b>	The first stages are very simple, but later puzzles introduce more bottles, more colors, and layered mechanics. Difficulty grows at a natural pace without sudden jumps. There are no time or move limits, which makes the game less stressful and more focused on problem solving. The absence of fail states lets players experiment freely, which makes the curve welcoming to casual players but still engaging for puzzle fans.
<b>Monetization Strategies</b>	The shop offers gold, lives, hints, and a one time no ads purchase. Gold is mainly used for hints and lives, so the currency feels limited in scope. The model is casual friendly because it avoids aggressive tactics, but it also lacks depth for long term players. Adding light customization or progression items would make spending more meaningful.
<b>Visual Effects</b>	Level completion triggers fireworks, confetti, and small celebratory payoffs that reinforce success. The liquid pouring animation is smooth and clear, which helps players plan their moves. Menus use soft transitions and consistent visuals, which makes the game feel modern and polished.
<b>Animations</b>	Liquids flow between bottles in a responsive way that feels natural. Bottles bounce or glow slightly when tapped, which gives satisfying micro feedback. Animated menu transitions add movement and prevent the interface from feeling static. These details create freshness and keep the game visually lively.
<b>Core Loop</b>	The loop is simple but effective: sort colors, complete the level, claim rewards, and continue. Daily Challenge provides new levels every day, keeping the experience fresh, while the Journey mode gives long term progression by updating menu visuals every 20 levels. Daily reward calendars and a basic leaderboard add extra reasons to return and extend engagement.
<b>User Interface</b>	The menu is well structured with clear sections for Home, Journey, Daily Challenge, Leaderboard, and Shop. The top bar shows profile, currency, lives, and settings, making navigation easy. Hint icons are recognizable, but there is little explanation for how they work, which can confuse new players. The overall design is clean and supports quick decisions during play.

# Magic Sort

I played Magic Sort until level 72 and took notes about the thing I noticed during the gameplay. Based on these notes, I wrote my analysis in different categories and added some suggestions to make the game better.

## 3.1 Game Mechanics

- **Core mechanic:** Sort colored liquids by pouring them into bottles until each bottle contains only one color.
- **Structure:** Each bottle holds four layers of liquid; colors must be matched consistently to complete a level.
- **Progression:** New mechanics are introduced gradually, such as hidden liquid layers, locked bottles, and multi-step puzzles.
- **Flexibility:** Most levels allow multiple solutions, encouraging experimentation rather than punishing mistakes.
- **Discipline:** Rules are intuitive (e.g., cannot pour green on top of red) and reinforce logical puzzle-solving.

## 3.2 Level Design

- **Onboarding:** L1–L4 clearly explain the rules with simple puzzles and a “Tap to move bottle” instruction.
- **Pacing:** Difficulty scales smoothly (e.g., L10  $\approx$  5%, L15  $\approx$  7.5%, L20  $\approx$  10%), ensuring predictable challenge growth.
- **Feature integration:** New elements (hidden colors, locked bottles) are spaced out logically, allowing time to adapt.
- **Consistency:** Layouts remain visually clear; complexity grows through color combinations and interactions rather than clutter.

### 3.3 Level Difficulty

- **Early flow:** Initial levels are very simple and function as tutorials.
- **Scaling:** Challenge increases gradually with more bottles, more colors, and new mechanics.
- **Fairness:** No time or move limits, reducing stress and allowing free experimentation.
- **Accessibility:** Absence of fail states makes the game welcoming for casual players while still challenging for puzzle fans.

### 3.4 Monetization Strategies

- **Early flow:** Initial levels are very simple and function as tutorials.
- **Scaling:** Challenge increases gradually with more bottles, more colors, and new mechanics.
- **Fairness:** No time or move limits, reducing stress and allowing free experimentation.
- **Accessibility:** Absence of fail states makes the game welcoming for casual players while still challenging for puzzle fans.

### 3.5 Visual Effects

- **Celebrations:** Level completion includes fireworks, confetti, and rewarding payoff animations.
- **Clarity:** Liquid-pouring visuals are smooth and satisfying, making puzzle-solving clear.
- **Polish:** The game feels up-to-date with clean UI, celebratory effects, and polished transitions.

### 3.6 Animations

- **Fluidity:** Liquids pour smoothly between bottles, reinforcing immersion.
- **Micro-feedback:** Bottles bounce or glow when tapped, providing tactile satisfaction.
- **Menu design:** Transitions in menus are dynamic, keeping the interface lively.
- **Attention to detail:** Small animations enhance a sense of freshness compared to more static puzzle titles.

### 3.7 Core Loop

- **Main loop:** Sort colors → Complete level → Earn rewards → Continue progression.
- **Daily Challenge:** Unique daily levels with visual variations encourage daily play.
- **Journey mode:** Provides a long-term sense of progress; menu visuals change every 20 levels to mark advancement.
- **Daily rewards:** Calendar with milestone incentives (e.g., Day 30 reward) sustains engagement.
- **Leaderboard:** Simple but adds light competition and motivation to push forward.

### 3.8 UI (User Interface)

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- **Daily Challenge:** Unique daily levels with visual variations encourage daily play.
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### Conclusion

Magic Sort is simple to learn, and it manages to stay enjoyable as the levels become more challenging. Daily Challenge and Journey are two strong features that give players reasons to return. Smooth animations and bright colors make the experience pleasant, though some small adjustments could make the game even better. The shop is the weakest part, since gold is only used for hints and lives, which makes progress feel limited. The currency would feel more valuable if it could also be spent on customization or small upgrades. With these improvements, the game could remain engaging for longer and perform better in the long run.