

Test Report for Strigiform Math

- **General Information**

TEST #1

Report by: Jay Dev

Date submitted: June 4, 2024

Android Device: Poco F4 (MIUI 14, Android 13)

Tester Notes:

- I have received the game version (4.0) as of June 3, 12:39 (GMT+5:30).
- In this test, I have recorded a few game play, tried to capture some possible bugs but found nothing serious.
- Please let me know in Fiver if you have any other questions or follow-ups. If for some reason I cannot be reached in fiver and you need to contact me, please send me an email here. [\[jay7080dev@gmail.com\]](mailto:jay7080dev@gmail.com) or WhatsApp +917084954908

- **Main Points**

Summary	The game has no freezing issue or lags, game play is smooth. The graphics are fluent. Animations are great and appealing.
Home screen	Home screen animations are perfectly designed and animated. I was quiet impressed on the first look. Designer has done a great job.
UI	UI is very good. All the buttons are perfectly aligned and spaced. Game continuously maintains the interest of the user.
Sound	Main menu music is great, in game music is perfectly blended. The background music enhances the attention of the player for calculation.
Buttons	All the buttons work perfectly.

- **GAME PLAY**

Game play is nice and keeps the player interested.

*Found no bugs

Suggestions

- Timer is for the bonus is quiet less for the puzzles after level 20.
- Adding hint button or auto hint after some time of not responding would be helpful.

