Test Report for 1248 PUZZLE

- **General Information**

TEST #1

Report by: Jay Dev
Date submitted: August 30, 2023

Android Device: MI 11X (MIUI 13, Android 12)

Tester Notes:
- I have received the game version (0.7.18) in beta testing as of August 27, 17:24 (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] or
  Whatsapp +917084954908

- **Main Points**

Summary	The game has no freezing issue or lags, game play is smooth. The graphics are fluent. Although the game is hard to understand and play. Addition of some descriptive notes as tutorial would help the new users to understand the game easily
Cash	Cash, hearts, and key increment and decrement is working perfectly fine.
UI	UI is too good your UI designer was surely a skilled one. The game continuously maintains the interest of the user.
Sound	Main menu music is great, the booster's sounds are perfectly timed. The music and sound continuously enhance the interest of the player.
Buttons	All the buttons work perfectly in settings and menu except for the one in game play which rewards extra moves responses a little late.

• GAME PLAY

Game play is awesome but use of too many animations might make the game unplayable in low end devices for now I only have an assumption that the game uses 1.3 GB. Sometimes I too have noticed a longer waiting period after clicking buttons, the failed screen is too late sometimes, can't say it's a lag but it's quite noticeable.

Refer to video1. For button bug. Time 0:55.

Refer to video2. For clear scenario gameplay.

Refer to video1. For failed scenario gameplay.

• UI

All the game graphics seems so perfect, the game has proper animations, starting from the main welcome window, the, the level map windows and the game play window, the animations are too appealing, game could easily gain engagements if promoted properly.
Refer to video3.

Suggestions

- The welcome window, where we need to Game login, I think we could remove the button and directly open map screen after loading the game and the welcome animation and song should play only once, there is no use of the game login button.
- We could also add an online battle mode and leaderboard which has time limits. This mode will increase user interaction.
- One more suggestion is to add daily challenges with special rewards.