

# Test Report for Strigi Math Guru

- **General Information**

## TEST #1

Report by: Jay Dev

Date submitted: March 26, 2024

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

Tester Notes:

- I have received the game version (2.0.3) as of March 24, 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](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.
Main Logo	You should think about changing the main logo of the app. It doesn't go with the UI of the app.
UI	UI is very good; I do like the new characters.  Game continuously maintains the interest of the user.
Sound	Main menu music is great, in game music is perfectly blended. The music and sound continuously enhance the interest of the player.
Buttons	All the buttons work perfectly.

## • GAME PLAY

Game play is nice and keeps the player interested.

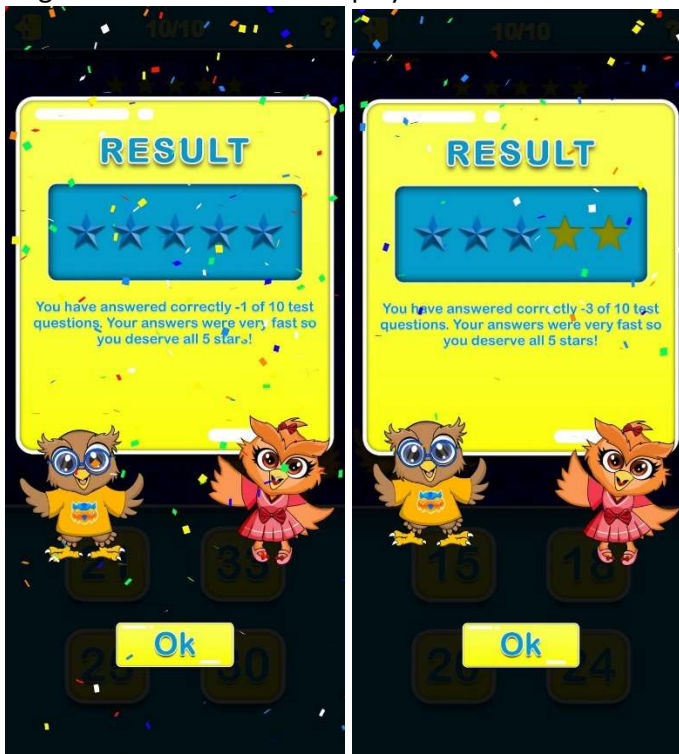
Bug 1- At a time, you can choose 2 options, 1 right and another wrong. You can see animation of both right and wrong at the same time.

Refer to video bug1. For button bug.

Bug 2-The game sense only checks for time taken to answer to give stars. If you select all wrong answers but quickly then u get 5 stars easily.

Refer to video bug2. For clear scenario gameplay.

Bug 3- Result screen can display number of correct answers in negative.



Bug 4- Sometimes there is more than one ad in a row. I know that full screen ads generate more revenue, but it also distracts users, especially small children. They are our main audience as full screen ads take time to skip and are quite tricky.

Bug 5-In choosing two symbols  $10+3-3=10$  and  $10-3+3=10$  both  $-+$  and  $+-$  option is there but one gives wrong.

Refer to video bug5.

## Suggestions

- Timer is for whole level. Timer should be for each question. Also, the time given is quite a lot.
- The main Screen could be in two pages. One having the basic games like calculation, counting, choose a symbol, choose a number. Other pages will have advance maths like three numbers, 2 symbols, equation, min and max, group counting.
- One more suggestion is to add a progress bar to each game.
- It should show what was the right answer if the answer is wrong.