Play 1 Feedback:

Please provide as much detail as you can to describe the bug. *
1. At the start of the 1st level, it's possible to leave your playable character out of bounds of the level if the hero goes to the left side of the spawn point of the stage. This leads to the character being out of bounds where it's possible to go both left and right but it's impossible to get back to the intended location. In fact, if you go back to the left at the starting location of each level, players won't be able to come back to the screen no matter how hard they try. This is an issue that can be solved by placing an invisible wall or a visible barrier that doesn't allow players to go outside of the level bounds because this issue breaks the game progression which evidently forces them to restart the level.

2. I was able to register my profile and after that, a message showed up on the screen notifying me that I needed to verify my email and follow the instructions on the email I would receive shortly after. However, I didn't get any email about the account verification of the game (I checked all the email folders and sections, the email didn't show in the Spam folder either). After creating my profile, I logged into the game and was able to proceed to play it as intended. However, when I decided to restart the game and go through the logging-in process again, I wasn't able to log back.

3. The password resetting email was sent and received successfully but once I proceeded to click on the link, the password reset website was timed out showing a "Gateway Timeout" notification. Once I initiated the password recovery procedure, I wasn't able to log back into my profile but neither but I could to reset my password because the password recovery webpage wasn't working as intended. When I attempted to create a new profile by using the same data, I wasn't able to do so and I was notified that the email wasn't available for the registration which

means that the registration process went successfully but the emailing functionality didn't react to it accordingly.

1993 characters
1993 characters
GT Mateo.zip 31.35 MB
What elements of the game did you like MOST? *
1. The inclusion of mobile buttons and the joystick control schemes is a fantastic accessibility option that will provide players with options according to their preferences. For example, when I started playing the game using the button controls, I found them poorly intuitive and not feeling responsive to my inputs. Thankfully, once I switched to the joystick controls, my overall movement experience improved dramatically which is why I would suggest players use the joystick control scheme as default since it provides the best overall experience.

2. The level design of levels and the enemy placement is pretty intense which forces players to think quickly on the spot if they want to avoid the damage. Even though the gameplay mechanics are pretty simplistic, I was fairly interested in navigating the surroundings while avoiding enemies at the same time. The collectible placement is reasonable and some of them are placed in such spots that require players of a certain level of competency.

3. The graphical and artistic visual presentation of the game is fairly rudimentary and fairly representative of the genre but also doesn't look particularly unique.

4. The audio and the sound design are pretty basic and do the job of providing audio cues when it comes to the game events.

1289 characters
1289 characters [min 100]
What elements of the game did you like LEAST? *
1. The most significant aspect that I disliked the most about this project is the lack of advanced mechanics when interacting with the world. Specifically, the game is inspired by classical platformers but the main gameplay loop revolves around walking, jumping and picking up collectibles on the level. The gameplay loop itself isn't the problem but the lack of variety in terms of interactivity of interesting mechanics makes the overall experience bland.

458 characters
458 characters [min 100]
Please share your final thoughts and feedback. *
1. After each level completion or a Restart, the ads played as intended without causing any of the technical problems and I was always able to continue playing the game. I found the ad

system acceptable if the game's entire content is provided for free and players are only required to watch ads to recuperate the costs for the project's development.

2. Here are my results when attempting to purchase microtransactions by using the testing payment method:

·The testing purchase of 5 Shield for 5 dollars wasn't registered accordingly due to an error message explaining that the items were already present on my account. Initially, I had 5 Shields available and when I attempted to purchase them, 5
 Shields were actually added to my account even despite the error message showing on the screen. The total number of Shields was 10 which is great because the intended items get registered to the account. Furthermore, I attempted to buy more
 Shields ot test this feature out and the subsequent purchase was executed without any problems.
· The testing purchase of 5 Health for 5 dollars was successful.
· The testing purchase of 75 Tokens for 2 dollars was successful.
· The testing purchase of 150 Tokens for 2.5 dollars was successful.
· The testing purchase of 300 Tokens for 3.5 dollars was successful.
· The testing purchase of 500 Tokens for 4.5 dollars was successful.

Thank you for the opportunity to playtest your project!

PLAYER 2

Please provide as much detail as you can to describe the bug. *
During the gameplay, I encountered a few bugs that I'll describe below:

- When starting level 1 and testing the available controls, I noticed that if I moved the slime to the left, it disappeared from the UI. However, I was able to use the movement controls, but there was no character on the screen. There was also no message saying that the slime had died or not, as you can see in the attached video. I repeated the same process, walking around to the left on level 1, and the same bug happened again, as you can see in the attached video. When I tried to do this on the remaining levels, the slime automatically died, and the level started again.

- One time my character appeared in the stast to have shield -1, as you can see in the attached image. In almost every level, I bought shields and health several times. I didn't understand how this happened, and I couldn't repeat the bug either.

- As requested, I tested the shop. I noticed that even though I had enough tokens, I couldn't buy most of the items in the shop relating to the character's skin. In the attached video, I clicked several times on all the items—skin, hats, and glasses—and only managed to buy two skins. In addition, I also had to insistently click on the skin I wanted in order to select it and use it in the game, which was quite annoying.

- I don't know if I can consider this a bug, but I want to report that I bought the 4-month subscription at the start of the game and it only ran out (I only got ads again) at the end of the test, which means it lasted more than 5 minutes.

Finally, I'll send you a video of the error report that appeared during the test.
1641 characters
500.83 KB

31.10 MB
5.48 MB
12.06 MB
26.24 MB
What elements of the game did you like MOST? *
I really liked the interface of the character skin shop. I loved that there was a wide range of skin options as well as hats. I thought there were too few options for glasses. I would suggest removing the "Glasses" category and introducing the "Accessories" category, where there could be a greater variety of items other than glasses, such as scarves, a pair of fake hands, track options (like the snail trail), and so on.

I really liked the different backgrounds of the different levels, especially level 3, because it reminded me of the interface of various 2D games like Sonic. Level 3 makes me feel nostalgic.

I liked that, similar to the Super Mario game, the player could find useful items, jewels, life, or shields in mysterious blocks. It's always exciting to have the chance to win a mystery item that will be useful to the player.

One thing I really liked was the noticeable increase in difficulty between levels. As well as changing the background, there is an increase in the number of enemies and the complexity of the path between levels, which I found very exciting. Sometimes, if a game is too easy, it gets boring. However, this game isn't easy, but it isn't too difficult either. Of course, it's annoying to die many times in the same level, but when you complete the level, the feeling of victory is fantastic. What's more, I really like the fact that the monsters don't just move backwards and forwards across the map and that they have different trajectories. I found it really funny and different (in a good way).

1532 characters [min 100]

What elements of the game did you like LEAST? *

I didn't like the shop's interface. I thought it was too simple and too monochrome. I only saw black text boxes. Horrible. I would suggest that, instead of using black rectangular text boxes, you use more square text boxes with a design explaining the product. For example, the shield could have the text "5 Shield" plus a drawing of a shield and a "+5". I think that this way, the shop would be more attractive and not so depressing. One strange thing I saw in the shop was that the player couldn't buy the 2X/3X booster. The icons were not selectable.

551 characters [min 100]

Please share your final thoughts and feedback. *

I didn't have any problems with the registration process. The verification email arrived as soon as I created the account. I reset the password once and also received the email almost instantly. I found the whole process quick and easy. What I found annoying was that every time I left the app, the game forced me to log in. This was very annoying, and I believe that in the case of casual players (who only play from time to time), this will be a negative factor because they won't remember the pass and will be forced to reset it every single time they want to play. This will mean that the time needed to actually get into the gameplay will be longer than desirable, and many players will opt for other games instead of this one. I would suggest that after the player logs in for the first time, the game remains logged into the player's account until he decides to log out.

As requested, I went to the shop and bought all the existing products: health, shields, and tokens. The purchase process was quick and easy. I didn't encounter any problems. I also bought the 4-month subscription. In this case, I only noticed that the subscription lasted much longer than described. At the time of purchase, it said it would only last 5 minutes, yet I was almost an hour into the trial without any advertisements. I had an ad the first time I died, then I bought the subscription and only had the next ad when I had played for 45–50 minutes.

I have to say that the game is 100% better without advertisements because it's much easier for the player to focus on the gameplay and lose track of time. The advertisements end up taking the player's focus away from the game, and as they are long (around 30 seconds if I'm not mistaken), they end up boring the player more quickly. After buying the 4-month subscription, I hardly noticed the time passing and was really enjoying trying to complete all the levels. But as soon as the subscription ran out and an advertisement appeared, I immediately thought, "If it's just to play like this, it's not even worth it," so I immediately went to the shop and bought another subscription. One of the advantages of this game is that the subscriptions are relatively cheap for the period of time they are active. I believe that this will lead many players to buy subscriptions in order to get a better experience of the gameplay.

When I checked the settings tab, I noticed that there were two possible controls: mobile buttons and a joystick. After testing the game with both controls, I found it more comfortable to play with

the mobile buttons instead of the joystick. With the joystick, I found it more difficult to jump at the right time. I kept missing jumps and losing lives unnecessarily.

I had mixed feelings about the background music. At first, I thought it was very annoying because it was more electronic music and not soft. However, when playing, I didn't even notice the music and never felt irritated by it. On the contrary, I thought the music was very good at helping the player focus on the gameplay.

Player 3

Please provide as much detail as you can to describe the bug. *
- Shields and health count is displayed as "-1" in menu after consuming the bought health/shield packs, at the start of the game they weren't negative, before buying the packs for the first time. I wasn't able to reproduce the issue afterwards, after getting another set of packs and consuming them. (image: negative-count)
- When I reached prestige 2, so I finished all the 5 levels 2 times, during the 3rd run - while on level 1 I opened the options and chose to return to menu and the "Load Game" button was greyed out (image: greyed-out-button), so I had to select "new game" in order to be able to play again but my prestige got reset (as it's stated in the instructions).
- Sometimes you can fall on the edge of the land, but not actually on the spikes and still die instantly, is that expected? (image attached where I died after simply jumping on the edge and landing on the same spot, not on the spike, yet getting killed (on level 5)): edge-spike.jpg)
955 characters
61.77 KB

67.51 KB

134.41 KB

What elements of the game did you like MOST? *
I liked the soundtrack very much, it reminded me of retro games and it was also interesting that each level had its own music and it also helped that it was diverse so it didn't get boring.
The physics were also a strong point of the game (especially since the character is a slime) so it was nice to see how it kind of slips when staying on the edge of platforms.
364 characters [min 100]
What elements of the game did you like LEAST? *
- I didn't like the graphics quality, some elements seemed to have set as very low, especially the grass/ground texture during level 2.
- While I liked the idea of prestige (I reached prestige 2), things weren't really different in the levels during the next playthroughs and I think with each prestige level there should be additional "challenges" or changes to the levels, to make them more interesting and engaging.

- The difficulty seemed to have increased too much from level 3 to level 4, I think there should be a more balanced transition and that there should be more health supplies available during level 4 and 5 (and I wonder if they are spawned randomly since one time, right before the end of level 2 there was a health, which didn't really make sense anymore)

771 characters [min 100]

Please share your final thoughts and feedback. *

The game is perfect for a quick fast-paced experience anywhere and at any time, I enjoyed the learning curve and how my 2nd playthrough felt easier (although it wouldn't be bad to add some challenging elements here and there, maybe some secret levels or sections). It was also nice to see different styles and soundtracks used for each level, although for level 5 the question mark boxes looked a bit too much like the ones from Mario (but the overall design of the map was great). The registration process went smoothly (although, the text boxes font could be changed to something that matches the rest of the UI elements), changing the password has also worked, I was also able to use the shop and buy the remove ads item which worked perfectly on all levels (I also got all the notifications with the renewal/cancelling). Buying tokens worked as well and I was able to spend them on various items for the character, although I wonder if it's intended to not be able to equip hat and "eye items" at the same time? The only issue appeared after buying health/shield packs and consuming them, having the count display as "-1" for both of them (but I wasn't able to reproduce it next time, and it was correctly displayed as "0" after consuming them).

Aside from the above I would like to suggest a few improvements:
- The tutorial text seems a bit too crowded, the design could be more spaced-out/have a different font or to have the instructions shown in 2 parts.
- The button is too small to select/equip the items in the shop, maybe it could be a bit adjusted at least for certain phone resolutions (mine is: 6.43" 1080x2400 pixels).
- It would be nice to have some stats for each level (how long it took to finish it, how many deaths, jewels collected etc.
- During level 1, there is an enemy mob that seems to walk on the air (it would be nice if it would at least be a flying type of enemy) - image attached: flying-enemy.
- During level 2, there are some (grass) platforms on which the character seems to float. (image: floating-character).
- At the beginning of the levels, the player has the possibility to go to the left side and by doing so it can fall off the map, is that intended or should there be an invisible wall?
- After jumping in the boxes that have question marks on them their design/appearance should be modified at least slightly, to know they have been used.
- I noticed that at the end of level 3, the "level complete" sound ended too abruptly during the transition to level 4.
- There should be a special SFX/GFX when picking up a chest, plus its design would need to be a bit more pixelated to fit with the rest of the graphics style.
- Maybe there could be an X amount of jewels to gather in order to be able to finish the level.
- At the end of level 5 there wasn't that "brown gate" which was at the end of lvl 4 (or a house like in lvl 3), I think there should be something to symbolize the end of the level/playthrough.

2942 characters [min 100]
105.71 KB

103.75 KB

Player 4

Please provide as much detail as you can to describe the bug. *
• Immunity; 1st stage
In the attached screenshot, you can see my taking the slime to the left of the screen and seemingly falling through the map without taking damage.
I can bypass all the levels, but not able to finish.

In other levels, I tried the same but I died each time that I tried to glitch it like that.

• Login failure;
When the player creates a profile the game supposedly sends the player an email for verification, this does not happen, and along with this failure, the player can not use the email they used to register to log in to the game.

When entering the correct details, the game prompts a "Verifying details" response which causes the game to freeze forcing a game restart.
The attached screenshot shows the log and the error message that appears when this is done.

• Hit blocks;
When the player strikes a "question" box that contains either health or gem, the box does not remove the "question mark" which makes it seem like the box can be struck again, which leads to misleading information.

I think that the boxes should remove the symbol when struck.
1071 characters
197.45 KB

66.30 MB
What elements of the game did you like MOST? *
• Slime customization;
I'm going to be honest, the only thing I liked was the ability to change my slime form.

There were plenty of options to choose from all with various and affordable prices.

My favourite is the Grey cat.
224 characters [min 100]
What elements of the game did you like LEAST? *
• Movement controls;
The movement of this game has 2 toggleable events.
- Rotational stick,
- Left and right static arrows.

My preferred method of the rotational stick which was great to use, but I felt that it was sluggish at times.
It felt slow to respond to the direction that I wanted it to go, which is evident in Zone 5 with all the tight spaces to avoid enemies, neither of these control schemes helped me pass Level 5 as I felt it was too hard to overcome.

Not only that, but the general movement of the slime felt slow as well.

• UI;
The UI on a Samsung Galaxy A54G was terrible, this game is better for playing on larger screens than the one I used.

My main complaint has to do with the Jump button being so small, as well as my thumbs getting in the way of the screen, this is likely a player error, and also likely for having fat and big thumbs.
There were a couple of times when I thought I hit the jump button but instead, I fell into a hole and had to start over again.

General UI like the main menus and pause menus were perfectly fine.

• Level designs;
Levels 3 through 5 were annoying, mostly because of how precise you have to be to jump into a specific place, with the size of thumbs on a small screen it was sometimes hard to avoid certain enemies.
It's not that the level designs were bad... It was more towards the fact that I kept dying and/or falling to my death.

• Jumping;
I mentioned briefly about the Jumping.
Something else that bothered me about it was that there was no scaling, meaning that the longer you press the higher or lower you jump...
There was one particular level in this case where being able to jump lower rather than the full height would have been great.

• Enemy pathing;
The enemy pathing feels so bland.

It was all in one basic motion, while some were quicker than others, they all moved in one pattern, I would have liked to see some spontaneous/random movements.
1914 characters [min 100]
Please share your final thoughts and feedback. *
• Mario inspiration;
I feel like the inspiration behind this game is led by Mario on the old Nintendo DS.
Super Mario World in particular with the optional golden Yoshi coins.

The only difference is that you can't hit the enemies, and you can't go backwards either.

While the game style is similar, it is also unique in its own right, with the Gems being collectable, and having to avoid rather than kill everything on sight, there is a certain element of patience and observing in this game that is needed before you can take a specific approach.

• Test objectives; Pass/fail-

- Registration process;
FAIL

This failed the test cycle as the login menu failed to log the player in successfully. (reported in the bugs)

- Email Verification;
FAIL

This failed as no email was sent to the corresponding email address provided by the player.
I tested with 2 real accounts that I own.
The one used for my Google Play account and my playtesting account. Both times, no emails were sent, preventing further play.

- Password Reset;
PASS

The player receives a password reset link which successfully changes the user's password.

- Store and its items;
PASS

The player receives rewards for selecting the appropriate item.
ADS are also removed when purchased.
Items are equipable when the correct amount of purchasable monies is required. (bought slime skins)

- Level completion;

FAIL

Level 5 was the hardest to navigate around and I kept dying over and over again, this is mostly due to failing to jump when I clicked the button or the enemy knockback throwing me in the air and into a hole.
I was not able to prestige or pass level 5 in the provided hour of gameplay.

A screenshot will be provided to show proof of game time from the parental and well-being section of my Android phone.

• Device specifications;
-Product;
Samsung Galaxy A54G

-Model;
SM-A546U

-ONE UI version;
6.0

-Android Version;
14

-RAM
6GB
1897 characters [min 100]
48.43 KB

Player 5

 Please provide as much detail as you can to describe the bug. *
• After I beat level 5, two things happened. First of all, prestige didn't update, and it was set to 0, but what's more infuriating is that all the tokens were gone. I had 1000 of them as I tested the store prior to completing the game. But once I beat level 5 and was brought back to level 1, they were all gone. I tried buying stuff in the store, but nothing worked, meaning they were gone for good, and it wasn't just a visual bug.

• When I closed the game and re-opened it, the prestige was reset, but not immediately. It was set at "1" when I checked, but I don't know if it was because I checked the shop or something else, it was reset to "0." In the console, I got ""Prestige Level Text Set" text, if that means

something. On the other hand, tokens are kept, and I bought store items to see if they were actually kept in between closing and reopening the game.

• At one point, after closing and opening the game, I entered the store, and all my bought cosmetics were gone. What's more interesting is that I entered level one, and one of the cosmetics that I had equipped appeared on me, but only for that level. Once I left and re-entered, it was gone. I even got the "itemkeyname variable is not a hat" message in the console. Screenshots are provided below.

• You can activate "?" blocks by touching them from the side. I encountered this in later levels but going back I noticed it happens for all "?" blocks that aren't surrounded with other normal blocks.
1455 characters
447.65 KB

1.14 MB

What elements of the game did you like MOST? *
AUDIO:
Audio is quite solid. I do appreciate how all stages have separate soundtrack, but I appreciate even more how those soundtracks are long enough to cover the entire stage. I purposefully stayed at the very end of the stage to see how long they are and it's incredible. None of them feel repeating (unless we die) which is definitely a plus. SFX are also solid, no complaints there.

388 characters [min 100]
What elements of the game did you like LEAST? *
GAMEPLAY:
The gameplay reminds me of old-school Super Mario games, but it feels watered down. There are some fundamental mistakes that I need to point out.

• First of all, levels are too linear. Our goal is to go from one end of the level to the other; that's it. I think that you can simply add secret passages and secrets in general to make it more interesting. Instead of passages ending in dead ends, you can put some fake wall there hiding a treasure chest, for example. This way you can utilize the signs with arrows on them which can indicate secrets to players instead of pointing in the general direction of the level.

• We can't kill enemies. This is one thing that I disliked the most. Avoiding them was super hard sometimes, and it would've been great if there was a way to be able to kill them. Hitting "?" from underneath would've been perfect, but it didn't work at all. Replaying the levels for the sake of prestige felt boring since I would just speedrun the entire level, avoiding basically everything because nothing mattered.

• Speaking of not mattering, tokens are pointless. There are, in total, maybe 50 tokens for five stages, and to get some cosmetics from the shop, we need 200+. It would be better if some gems were of different value, were more cleverly hidden, or were difficult to obtain (for example, some can be put in the "?" block that's being guarded by two enemies). That way, we can get cosmetics even through gameplay, not just through the store.

• Shields and HP are basically the same. That is at least my understanding; I never actually paid attention to the stats in the top left, so I am not sure if HP actually resets after every stage or not. The same is true with shield. It would be better if there was some clear indication for that, either on the tutorial screen or somewhere else.

• Having no invincibility frames when an enemy hits you with spikes really hurts. Mostly because the hitboxes on the spikes aren't the best. It happened many times, especially where the area for dodging is really small for the huge jump we have (not being able to control the size of the jump really hurt as well). This shouldn't be a thing, and I suggest you change it.

Here, I would add that having no checkpoints really made no sense. Adding one checkpoint somewhere in the middle of the level would be perfect. This can help with insta-death pits, which appear quite often in later levels.

• Overall, the level design and choices for item placement seem random. For example, in level 2, we get HP restored at the very end of it without any new enemies coming after. In level 5, the death pit is placed immediately at the very start. This wouldn't be a problem if the controls weren't blocking the entire thing, making it very hard to notice. I would love to see this addressed going forward.

2823 characters [min 100]
Please share your final thoughts and feedback. *
REGISTRATION & LOGIN:
The registration process and email verification worked flawlessly. It was quick and easy to follow. One thing I would love to see is the activation process through email, where you send the email and we need to confirm we are registered. This can prevent unwanted registrations and spam.
The password reset process was quick and easy, and the email arrived really fast, so I definitely appreciate that.

GRAPHICS:
The graphic aspect is really weird. I don't know how to feel about it, honestly. On one side, I love the attention to details in some cases (knights in the fourth level, I think, in the background, as well as houses and nature in the earlier levels), But on the other side, it's so confusing.

• The first level is the best example of that. The platforms we are supposed to use are of very similar color, and it's been very hard to focus while playing them. Then the 5th level started, and the whole art style changed to resemble the Super Mario Bros 1 design. It was really weird. The main issue was the ending of the levels. Levels have no set end sign. The third level ends at the house that previously appeared; the first ends at the bar, while one of the later ones ends at the dead end. Having a clear "END" sign would be much better.

• The sprites for our character are solid. I love the variety of skins and how we can mix and match some parts with others. Enemy design is also great, different enemies can be easily distinguished from each other. What I want to address here is a small nitpick. First of all, there was no difference between enemies gameplay-wise, so different enemy sprites from that perspective made no sense. However, the size of those enemies is weird. They are all the same size, which shouldn't be a thing. I would love for the enemy sprites to be redesigned to address this. For example, you can have a lady bug with a giant body but small wings, which would make a perfect substitute for what it is in the game right now.

• The main menu being simple is also something I appreciate since I love the minimalistic approaches. However, the font used is too small. I had issues reading the costs within the store as well as whether or not I enabled or disabled the skin.

• The main issue in the graphics aspect is that the blocks from which the levels are constructed aren't connected at all. It was really distracting throughout the test, as I often thought that platforms would drop and kill us or that a that a secret was being hidden behind them. Please address this as soon as possible.

• The UI in the top left should be changed. Having text instead of simple icons would be beneficial. I honestly didn't understand "tokens" and "jewels" at first. I don't think having both is necessary, as the other one is enough. Which one is better? I can't decide since both have upsides and downsides.

• "?" blocks should disappear when we use them. This is a small nitpick, but I honestly kept hitting them every time twice just to check if there's a secret somewhere or not. It would be a huge time saver to just have "?" disappear completely.

STORE:
As per instructions, I tested the store items, and I used the card that always approved the payment. The payment process was smooth, and all transactions succeeded without any issues. Emails regarding the payments arrived almost instantaneously, and that is always appreciated.

However, there were some issues with the purchased items. The tokens worked perfectly, I bought them and used them both immediately after the purchase and after the gaming session.

However, the ad stop doesn't always work. It worked when I bought it for those sessions, but when I closed and reopened the game, I started getting ads immediately. I don't know if that's what was supposed to happen or not, but it's better to mention it. I don't know if that has to do anything with the way subcription is being renewed every 5 minutes (as per emails I got).

Another thing that failed with purchases were HP and Shield purchases. They can be seen as bought in the store itself, where the stats are being shown, but once we are in the game, the stats that are shown aren't matching. HP isn't changed at all, and Shield is set to 1, as per screenshots provided below. I screenshotted even the purchases listed to show what I bought. I genuinely don't like that store having the ability to buy HP and shields, which seems to be a temporary increase in stats. Just some side feedback on this.

CONTROLS:
Controls were simple, only three buttons to pay attention to. However, their placement was very bad. Considering that this is a platformer, putting them in a way that platforms are at the bottom was very problematic, especially at the start of level 5. I would make them even more transparent than they are right now.
Another issue with the arrow layout is that the area where those buttons are activated is really small. I missed my jump twice, and I wouldn't move many times because buttons failed to register that I clicked them, since I missed them by a smidge. Either make them bigger or increase the size of the area where those buttons are activated.

This wasn't the issue with the joystick-type layout, since there I could press anywhere I wanted and they would activate. However, here I want to point out that movement gets slower if the stick isn't fully on the right or left (while incredible attention to detail) seems to activate too soon), meaning that I would have to hold only to the right or left for my character to run to the right or left. I think it would be better to have a slower walk if a stick is placed anywhere except the edge of the circle that appears when we are moving, and a run is triggered when we are on that circle.

PERFORMANCE:
I tested this game on Samsung S21 phone, android version 14. I encountered no performance issues whatsoever.

QOL SUGGESTIONS:
• Minor nitpick, but ads should have a skip button visible from the start. Having it hidden and making players sit for 30 seconds waiting for an ad to finish isn't a good practice, and people will

turn the game off quickly. Mostly because there's another timer we need to wait for after the ad finishes.

• Don't make us log in every time. I would love it if there's a way to keep us logged in all the time. In order to check our credentials and change them, you can put a separate button that opens up a submenu where we can change passwords if needed.

6421 characters [min 100]
305.70 KB

1.14 MB

654.33 KB

Player 6

Please provide as much detail as you can to describe the bug. *
• Shield value at negative 1 after dying - In my first playthrough, I got to level 5 with 1 shield, then died, and when I respawned, the value of the shield was set to -1. The bug persisted even after exiting to the menu and loading the game back to level 5. The purchase tab showed my stats as -1 shield, -1 health.

• Health and shield purchases do not show up in the game. I purchased 5 health and 5 shields, got back to the game via the continue button, but my shield and HP stayed the same. So I tried to start a new game, but the starting stats remained the same as with the previous walkthroughs, no extra shield or health. But in the purchase tab the HP and shield I purchased were displayed among the stats on top of the screen.

• When logging in, there is a pop-up by Google with an option to save the password, but the buttons to accept/dismiss it are outside of the screen border (1080x2400px resolution). With other games, this pop-up displays normally so I'm not sure if it's a Google issue or the game issue. Other pop-ups by Google, for example when purchasing the subscription, were displayed correctly.

• Direction in which the character bounces off of enemies - Almost every time the character is hit, it gets pushed away backwards, instead of bouncing in the direction where the enemy pushes him. When the enemy hits my slime from behind, the slime should be pushed forward, but in this game it often gets moved back, breaking the laws of motion and flying through the enemy.

• Treasure chests appear inconsistently - I struggled to get through level 5 so I restarted a lot and I noticed that the treasure chest at the start of level 5 on the upper platform sometimes does not appear. I restarted the level more than 10 times and the chest appeared in the same spot only in less than half of the attempts.

• I tested the password reset and it worked, but it lets me put in the same password as before, which is not a good security practice.
1959 characters
621.66 KB

99.88 KB

What elements of the game did you like MOST? *
• Changing style of levels - I liked that every level had a different art style and different style of music. It made the progress in the game noticeable and every level felt fresh. However in the 4th level, I had a bit of an issue with some platforms blending with the background, so I would appreciate the platforms being more distinguishable from the background.

• Cosmetics options - I liked the majority of cosmetics available and the possibility to combine different elements, like the glasses or eyes and hats with each character's skin. The slime was cute, but playing as a cat with sunglasses was even cuter and cooler.

• The game ran without any issues on my device (Poco F3) and did not consume too much of the battery so I could keep playing for a long time, if I wanted to.
786 characters [min 100]
What elements of the game did you like LEAST? *
• Game UI - I had several issues with it, mostly in the menu.
1) The font/typeface in the purchase and cosmetics tab is quite difficult to read, especially the small numbers - the cost of cosmetics. It looks nice on the game title, but it's not suitable for small texts.
2) Cosmetics tab - Having only the small text field interactable on a touchscreen is very inconvenient. At first, I thought that the purchase of cosmetics was broken because I was trying to tap on the icon, not on the text. Then I figured out that only the tiny text reacts to my touch and I always needed several attempts to hit the right spot and purchase or equip the cosmetic. The whole picture of the cosmetic should be interactive, not just the text.
3) Chests - when I was picking them up in the game, I thought that they were just another type of a token. So it should be clearly explained that the player can open them and get a reward. And the other issue with them is, that the place to open them in the UI is strangely hidden. I only discovered it by accidentally tapping on the chest picture, but I thought that the picture was there just as a decoration. I also don't understand why the chest opening is placed in the section where players spend real money, not in the place where they buy cosmetics for tokens. Since the treasure chest gives the player the tokens, it would be much more intuitive to have it in place where the player also spends their tokens.

• Controls - I like precision platformers and I consider myself to be pretty good at them. But this game felt frustrating and I struggled to get through certain parts, mostly because the touch controls are simply not up to the task. I can't control the height of the jump, the controls often felt unresponsive (default arrows were horrible, switching to a joystick improved the situation a bit, but still it's not made for precision), my character died a lot because the controls did not register my moves. It became infuriating in later levels, where there are narrow spaces with enemies and spikes above.

My suggestions to make things a bit less frustrating:

1) Either add the option to control the height of the jump (based on how long the jump button is held) or make the corridors in level 5 higher or remove the spikes in those narrow corridors. The beginning of the level 5 was much more difficult than the rest of the level, because of those spikes.

2) Make the jump button (or rather the area where it reacts to touch, so the screen is not covered with the icon) larger. The button is relatively small and some of the issues with unresponsiveness came from the fact that it was sometimes hard to hit the correct spot. Also, for people with smaller hands, it gets very uncomfortable very quickly to play this game, because of the position of the button. After about 15 minutes of playing, I started having pain in my right thumb because it was hard to simultaneously hold my phone and reach the small button at the bottom of the screen. The joystick adjusts its position based on where the player touches the screen, jump button should do the same on the right side of the screen.

• Game economy and monetization - In my opinion, there are not enough tokens to progress naturally without making any purchases and that would not motivate me to keep playing. In an hour of playing, I managed to get 70 tokens, which put me nowhere near being able to get a character skin. I opened around 10 chests and most of them gave me just 1 token, so that didn't help either and it made me feel like the chests were not worth it. Another issue is the ads, that appear after finishing every level and after every death. Considering how much I died because of the controls, I would spend more time watching the ads than playing the game, if it weren't for the ad removal subscription. That's another thing that would quickly force me to stop playing. I only make purchases in games that I enjoy, so that I can support devs and maybe get a cool cosmetic out of it. I do not want to make purchases just to make the game less frustrating. I would be ok with all the skins/cosmetics being monetized, or if the ads were just between the levels and I could purchase the shields/health with the tokens I collect. But this way the game is forcing me to spend money on every step and it's past what I'm able to tolerate in a mobile game.

4367 characters [min 100]

Please share your final thoughts and feedback. *

• I'm sorry to say this, but I didn't find anything unique about this game, that would distinguish it from hundreds and thousands of platformers that already exist on PC and mobile platforms. There was nothing likable or memorable about the game art style or music, the mix of enemies was a bit strange (animals and some kind of skulls? on spider legs, + they were not changing with the environment) and there were no game mechanics that would keep me engaged. The things that made the game stand out the most were the controls which were subpar for the level

of precision that the game required in some areas and the intrusive ads... none of those are the features that should make the game stand out. I have hundreds of hours of playtime on platformer games across many gaming systems and this was a game with the least options and mechanics I have experienced so far. The levels are quite short and the only thing there is to do is to evade enemies and collect a few gems, which is not nearly enough to keep me entertained and engaged. Even without the ads, I would not like to keep playing the game unless some variability is added. And the ads are the proverbial nail in the coffin, that makes the boring (and sometimes frustrating) game content also annoying.

• The lack of combat harms the game in my opinion, because there are sections where enemies cannot be avoided, partially because of how the levels are structured and partially because of the issue with controls. If there is no way to combat the enemy, there should at least be some boosters/items to freeze the enemy in place for a limited time or the ability to shoot a part of your slime on them to make them move slower or something like that.

• The prestige system is not explained at all in the game. I went through the 5 levels, got one prestige, but then I could not press continue, and starting a new game meant losing the prestige. So what was the point of it?

• The game lacks a meaningful goal and progression. Mario, Spelunky, Hollow Knight, Ori... all those awesome titles that are at the top of the platformer genre have a clear goal and meaningful progression. Not even the original Mario was just about picking up coins. He had a princess to save, secret areas to discover, boosters to pick up, bosses to fight... if it was just about jumping forward and collecting coins, the game wouldn't be such a huge success. There must be more ways for the player to engage with the game.

• There should be an option to stay logged in on one device. The game logged me out every time the screen of my phone locked and it was a bit annoying that I had to log back in all the time.

• The ad removal system worked fine in removing the ads from the game. I ran into an issue on the Google Play side, where I would not see the subscription on my list of subscriptions the first time I activated it, so I could not cancel it. Then I tried the password reset process (which worked without issues) and the continual billing for the subscription stopped after the password reset and the ads re-appeared in the game. So I tried getting the subscription for the second time and this time I could see it in my list of subscriptions and was able to cancel it after I finished playing the game.

• The e-mail verification process worked without issues, password reset too.

• Purchases of cosmetics worked without issues, but the shields and HP purchase did not work (as described in the bug section, the purchase was made, but I could not see the extra HP and shield in the game)

Tested on: Poco F3 – Android 13, 8GB RAM, Snapdragon 870, screen: 6,67" 2400×1080 px 120Hz

Player 7

Please provide as much detail as you can to describe the bug. *
• There's a typo in the tutorial screen, where the button to proceed to the game shows "Contine to Game" instead of "Continue to game." See screen "Slime and Jewels typo.

• There are some areas in level 4 - and most likely in other levels - where the slime isn't touching the ground, but slightly floating above it. See video "Slime and Jewels floating."

• Collision hitboxes are far from perfect, and for a platformer about timing and accuracy, this can be a major issue. The slime clearly isn't touching some enemies but the game assumes it did and counts as a hit. Collision detection has to be polished as it can be quite frustrating as of now. See video "Slime and Jewels collision."

680 characters
128.83 KB

1.31 MB
281.45 KB
What elements of the game did you like MOST? *
• It's an old-school platformer with simple and straightforward controls and gameplay, focused on timing and accuracy. It has all the makings of a solid game and played reasonably well already, despite some visible issues with the frustrating spikes and the enemy collision detection hitboxes.

• Graphics can be cute in some levels, more than in others, with level 2 and level 3 being pleasant to the eye and doing a great job of separating foreground and background. This allowed for a cleaner gameplay, with no confusion between what's a platform and what's not, and the rest of the game should show this care.
612 characters [min 100]
What elements of the game did you like LEAST? *

• Having only one jump height felt like a massive handicap to me. With so many passages that require great accuracy, a "half-jump" would have been extremely useful. So, a quick single tap for a shorter jump, and a bit more for the full jump, this would keep the UI as is and make for some added options for players.

• I also noted the occasional jump delay as I press the button, feels like sometimes it doesn't react instantly as I do the action.

• Jump action button is too small, needs to be slightly enlarged (and also have a transparency effect as the joystick does), since the size has caused me several deaths. In the middle of the action, for a game that requires perfect timing, it's not uncommon to rush for the jump button and find out that I was pressing one centimeter away from it, so the jump didn't register, and I died (again).

• Joystick has to be the default control method instead of the left and right arrows. It's universally used and more convenient for mobile games, even platformers, and while I tried to see how good Slime and Jewels played with the arrows, I had to give up on this control method after a few minutes.

• Level 5 is terribly frustrating due to the abundance of insta-death spikes. They are everywhere, and I could understand if they would take one health token when we touch them, but instant death is too frustrating. Besides, there are some very tight passages requiring timing when jumping over an enemy and with spikes right on top, which are hair-pulling difficult to properly time. Furthermore, this is even more difficult as the slime rebounds when it touches an enemy, and the consequence is often to go and hit an spike, which is pretty much unnerving. So, one health token down would be a much more fair way for the spikes to act.

• The slime's shadow jumps right along with the sprite, which is both odd and hurtful to the gameplay. Since sometimes the slime goes out of the screen (for example, on level 5, there are various platforms where we need to avoid enemies and for a moment we don't see the slime), the ideal scenario would be to have the shadow "glued" to the platforms, serving as a reference or marker for the actual position of the slime, both when he's in or out of the gameplay area. It's also the logical move. Naturally, the shadow would have to be "intelligent" and understand the different height for the platforms, and where it would be cast accordingly to the slime's movement.

• Dying when jumping out of bounds (at the beginning of a stage, for example) isn't really something interesting to have. Perhaps making an invisible wall there to avoid this type of experimentation or mistake would be a good call, although it's far from a major issue.

• Some graphics make it hard to see what is a platform and what isn't, so the background should be more distinguishable from the platforms (colors, fade, etc.), as this caused me some deaths. Level 1, level 4, and some later parts of level 5 (not to mention that in this level, the transition from orange-ish cloud background to blue-ish background is abrupt and ugly to see, if

we happen to focus our eyes on it, this should be smoother/use a gradient) are the ones where this unwanted "blend" of foreground and background happen the most.

• Store items price is too small, somewhat hard to touch - touching the actual graphical asset could also work as a purchase). Selected color, hat or glasses should have the full asset highlighted, as the small words "unlocked" and "selected" can be hard to read.

• While playing with ads at the beginning for experimentation purposes, I noticed that the way they trigger most of the time is harmful to the gameplay, and could push me to stop playing the game even before considering going ad-free. Most ads start playing seconds after we get into a level or after dying, resulting in situations where we may be jumping over a pit and then the ad interrupts it. When the gameplay resumes and we get control back, I fall into the pit and die. This has happened more times than it should - in fact, once would be bad. So, when overcoming a level or dying, the ads should only play before we get control of the slime/at the start of the level, not when we're already moving and jumping around.

• In-game UI needs to be improved (the panel displaying the amount of health, jewels, and so on). Eventually, a small icon next to the numbers (a heart for health, a jewel for jewels, and so on) would save some screen space and give the game an overall better, more appealing look.
4528 characters [min 100]
Please share your final thoughts and feedback. *
I started playing Slime and Jewel with ads to see how it felt, and the first thing I can say is that they are obtrusive and too frequent. Besides, they often trigger when we already started the level, sometimes resulting in deaths (falling down, for example) due to resuming control when/where we weren't expecting it. This is something that may turn players off the game, as they won't progress much further due to these frustrating ad triggers, instead of making them want to purchase an option to remove ads.

I had no issues registering an account, the registration email was pretty much instant and clicking the link worked as expected, and also had no qualms using the "forgot password" button. I had the email right after, tried entering two different passwords to see if there was an error, and there was indeed. However (doing this action of PC - firefox browser), this led to the typing boxes to be pushed to the left, becoming smaller and misaligned. Adding the same password in the two fields was accepted, and I could use it right away to log into the game.

I could use the test card to purchase the ad removal and it worked, I could play without ads as it mentioned. I purchased a lot of tokens to buy cosmetics, and had no issues here as well, I could play with my chosen new character, hat, and glasses. I had no technical issues at all.

As for the game, it's a simple yet compelling platformer that looks nice, plays nice for the most part, but still requires a lot of work and polish. Some important points that bothered me are the lack of a "pressure-sensitive" jump button (allowing for different jump heights, something that I believe is vital for this genre), the insta-death spikes on level 5 which are too many and in a few passages are extremely tricky to manage, and the small size of the jump button, which results in

failed attempts to press it among the stressful situations in some areas, leading to unnecessary deaths (make this button slight larger and add transparency to it).

I added a lot of additional feedback to the Least Liked form, with issues and improvement suggestions. Here I attached some of my gameplay, account, and store experimentation videos to this form so that you can see how the process went for the most. Best of luck for the rest of development!

Player 8

Please provide as much detail as you can to describe the bug. *
- Equipping the purchased glasses is impossible, no matter how much I keep tapping. This looks more like an unfinished feature than a bug, but I am including it anyway.

- Noticed that sometimes, the controls are not responsive. I made some videos, but it is impossible to tell when the input occurs and the intended outcome doesn't show because the button icons do not change to a tapped indicator (like a change in colour, for example).

- Another thing that might be just unfinished instead of bugged is the Hearts and Shields purchase: when I buy 5 hearts and 5 shields in the shop, the count for these items remains the same in the game. I even got to a point where I had -1 Shield and I do not understand if it was intended.
728 characters
What elements of the game did you like MOST? *
I liked that the game is mostly casual in its concept. Being a game that you can pick up at any time makes it very adequate for mobile devices. Its simplicity makes it good enough to play while waiting in lines or at a café, but it's also engaging enough that you can commit to it a little bit.

I also liked the skins and, mainly, that one of them was a little poo. It's fun little bit of childish humour that I like to see in games.
433 characters [min 100]
What elements of the game did you like LEAST? *
- Having to log in every time I open the app. It's a hassle that ends up invalidating what I stated in the previous question. If a player is in a place where they could use a little bit of a quick distraction, opening the game only to find a signup page becomes tedious and immediately kills any will the player had to play the game.

- The difficulty curve. In the first four levels the game's difficulty is flat and in the fifth, it becomes a steep spike. I think this might be a problem of level design. The platforms with spikes are positioned in a way where the smallest mistake in calculating the distance will cause you to lose the level. In the second section of the level, if you go to the lower platforms, you don't have enough reach to get to the next platform and end up falling into the pit. Because of this, I cannot pass the level and, therefore gain Prestige.

874 characters [min 100]

Please share your final thoughts and feedback. *

Slime and Jewels is still too early in development so I understand that it may not represent the final look and feel of the finished game.

Having said that, I found the assets inconsistent and the background in level 4 is even a bit blurry. The retro chiptunes-style music is fun and upbeat, but the loop is too short becoming somewhat annoying. The menu lacks basic sound controls like volume and Mute.

The gameplay could be vastly improved with the addition of attacks. Having jumps and back and forth as the only move sets, while somewhat challenging becomes dull over time, making the player lose interest in the gameplay. Add to that the difficulty of level 5 and the chances of the player picking up the game again are drastically lowered.

What you could do is have features and abilities attributed to the player as they progress in the game. For example, in the first two levels, the player can only jump and in the end, you give them the ability to stomp enemies. At the next level, you can give something that can inflict damage at a range, like a slime shooter or something similar.

The feel and the intended playstyle for Slime and Jewels remind me a bit of Super Mombo Quest. It has a progression of mechanics as I described and it also incorporates a story to engage users a bit more.

Buying the No-Ads option worked perfectly and for the amount stated in the test description (five minutes). I created the account with no issues too. The password reset took a minute to reflect in the game, or it seemed to me at least, but it worked too and I could set a new password. The steps are very simple and the system works as intended, even though it is still visually bare. I had no hiccups whatsoever in that regard and I am happy to report that.

Overall, the game could use a lot of improvements, namely in level design, where you need to adjust some of the platform distances, and gameplay, where you could add more interaction like a fighting system to make the game more fun and engaging. Later you could create a story for our little slime friend.

Player 9

Please provide as much detail as you can to describe the bug. *
- Shields and health count is displayed as "-1" in menu after consuming the bought health/shield packs, at the start of the game they weren't negative, before buying the packs for the first time. I wasn't able to reproduce the issue afterwards, after getting another set of packs and consuming them. (image: negative-count)
- When I reached prestige 2, so I finished all the 5 levels 2 times, during the 3rd run - while on level 1 I opened the options and chose to return to menu and the "Load Game" button was greyed out (image: greyed-out-button), so I had to select "new game" in order to be able to play again but my prestige got reset (as it's stated in the instructions).
- Sometimes you can fall on the edge of the land, but not actually on the spikes and still die instantly, is that expected? (image attached where I died after simply jumping on the edge and landing on the same spot, not on the spike, yet getting killed (on level 5)): edge-spike.jpg)
955 characters
61.77 KB

67.51 KB

134.41 KB

What elements of the game did you like MOST? *
I liked the soundtrack very much, it reminded me of retro games and it was also interesting that each level had its own music and it also helped that it was diverse so it didn't get boring.
The physics were also a strong point of the game (especially since the character is a slime) so it was nice to see how it kind of slips when staying on the edge of platforms.
364 characters [min 100]
What elements of the game did you like LEAST? *
- I didn't like the graphics quality, some elements seemed to have set as very low, especially the grass/ground texture during level 2.
- While I liked the idea of prestige (I reached prestige 2), things weren't really different in the levels during the next playthroughs and I think with each prestige level there should be additional "challenges" or changes to the levels, to make them more interesting and engaging.
- The difficulty seemed to have increased too much from level 3 to level 4, I think there should be a more balanced transition and that there should be more health supplies available during level 4 and 5 (and I wonder if they are spawned randomly since one time, right before the end of level 2 there was a health, which didn't really make sense anymore)
771 characters [min 100]
Please share your final thoughts and feedback. *
The game is perfect for a quick fast-paced experience anywhere and at any time, I enjoyed the learning curve and how my 2nd playthrough felt easier (although it wouldn't be bad to add some challenging elements here and there, maybe some secret levels or sections). It was also nice to see different styles and soundtracks used for each level, although for level 5 the question mark boxes looked a bit too much like the ones from Mario (but the overall design of the map was

great). The registration process went smoothly (although, the text boxes font could be changed to something that matches the rest of the UI elements), changing the password has also worked, I was also able to use the shop and buy the remove ads item which worked perfectly on all levels (I also got all the notifications with the renewal/cancelling). Buying tokens worked as well and I was able to spend them on various items for the character, although I wonder if it's intended to not be able to equip hat and "eye items" at the same time? The only issue appeared after buying health/shield packs and consuming them, having the count display as "-1" for both of them (but I wasn't able to reproduce it next time, and it was correctly displayed as "0" after consuming them).

Aside from the above I would like to suggest a few improvements:
- The tutorial text seems a bit too crowded, the design could be more spaced-out/have a different font or to have the instructions shown in 2 parts.
- The button is too small to select/equip the items in the shop, maybe it could be a bit adjusted at least for certain phone resolutions (mine is: 6.43" 1080x2400 pixels).
- It would be nice to have some stats for each level (how long it took to finish it, how many deaths, jewels collected etc.
- During level 1, there is an enemy mob that seems to walk on the air (it would be nice if it would at least be a flying type of enemy) - image attached: flying-enemy.
- During level 2, there are some (grass) platforms on which the character seems to float. (image: floating-character).
- At the beginning of the levels, the player has the possibility to go to the left side and by doing so it can fall off the map, is that intended or should there be an invisible wall?
- After jumping in the boxes that have question marks on them their design/appearance should be modified at least slightly, to know they have been used.
- I noticed that at the end of level 3, the "level complete" sound ended too abruptly during the transition to level 4.
- There should be a special SFX/GFX when picking up a chest, plus its design would need to be a bit more pixelated to fit with the rest of the graphics style.
- Maybe there could be an X amount of jewels to gather in order to be able to finish the level.
- At the end of level 5 there wasn't that "brown gate" which was at the end of lvl 4 (or a house like in lvl 3), I think there should be something to symbolize the end of the level/playthrough.

Player 10

Please provide as much detail as you can to describe the bug. *
• Immunity; 1st stage
In the attached screenshot, you can see my taking the slime to the left of the screen and seemingly falling through the map without taking damage.
I can bypass all the levels, but not able to finish.

In other levels, I tried the same but I died each time that I tried to glitch it like that.

• Login failure;
When the player creates a profile the game supposedly sends the player an email for verification, this does not happen, and along with this failure, the player can not use the email they used to register to log in to the game.

When entering the correct details, the game prompts a "Verifying details" response which causes the game to freeze forcing a game restart.
The attached screenshot shows the log and the error message that appears when this is done.

• Hit blocks;
When the player strikes a "question" box that contains either health or gem, the box does not remove the "question mark" which makes it seem like the box can be struck again, which leads to misleading information.

I think that the boxes should remove the symbol when struck.
1071 characters
197.45 KB

66.30 MB
What elements of the game did you like MOST? *
• Slime customization;
I'm going to be honest, the only thing I liked was the ability to change my slime form.

There were plenty of options to choose from all with various and affordable prices.
My favourite is the Grey cat.
224 characters [min 100]
What elements of the game did you like LEAST? *
• Movement controls;
The movement of this game has 2 toggleable events.
- Rotational stick,
- Left and right static arrows.

My preferred method of the rotational stick which was great to use, but I felt that it was sluggish at times.
It felt slow to respond to the direction that I wanted it to go, which is evident in Zone 5 with all the tight spaces to avoid enemies, neither of these control schemes helped me pass Level 5 as I felt it was too hard to overcome.

Not only that, but the general movement of the slime felt slow as well.

• UI;

The UI on a Samsung Galaxy A54G was terrible, this game is better for playing on larger screens than the one I used.

My main complaint has to do with the Jump button being so small, as well as my thumbs getting in the way of the screen, this is likely a player error, and also likely for having fat and big thumbs.
There were a couple of times when I thought I hit the jump button but instead, I fell into a hole and had to start over again.

General UI like the main menus and pause menus were perfectly fine.

• Level designs;
Levels 3 through 5 were annoying, mostly because of how precise you have to be to jump into a specific place, with the size of thumbs on a small screen it was sometimes hard to avoid certain enemies.
It's not that the level designs were bad... It was more towards the fact that I kept dying and/or falling to my death.

• Jumping;
I mentioned briefly about the Jumping.
Something else that bothered me about it was that there was no scaling, meaning that the longer you press the higher or lower you jump...
There was one particular level in this case where being able to jump lower rather than the full height would have been great.

• Enemy pathing;
The enemy pathing feels so bland.
It was all in one basic motion, while some were quicker than others, they all moved in one pattern, I would have liked to see some spontaneous/random movements.
1914 characters [min 100]
Please share your final thoughts and feedback. *
• Mario inspiration;
I feel like the inspiration behind this game is led by Mario on the old Nintendo DS.
Super Mario World in particular with the optional golden Yoshi coins.

The only difference is that you can't hit the enemies, and you can't go backwards either.

While the game style is similar, it is also unique in its own right, with the Gems being collectable, and having to avoid rather than kill everything on sight, there is a certain element of patience and observing in this game that is needed before you can take a specific approach.

• Test objectives; Pass/fail-

- Registration process;

FAIL

This failed the test cycle as the login menu failed to log the player in successfully. (reported in the bugs)

- Email Verification;
FAIL

This failed as no email was sent to the corresponding email address provided by the player.
I tested with 2 real accounts that I own.
The one used for my Google Play account and my playtesting account. Both times, no emails were sent, preventing further play.

- Password Reset;
PASS

The player receives a password reset link which successfully changes the user's password.

- Store and its items;
PASS

The player receives rewards for selecting the appropriate item.
ADS are also removed when purchased.
Items are equipable when the correct amount of purchasable monies is required. (bought slime skins)

- Level completion;
FAIL

Level 5 was the hardest to navigate around and I kept dying over and over again, this is mostly due to failing to jump when I clicked the button or the enemy knockback throwing me in the air and into a hole.
I was not able to prestige or pass level 5 in the provided hour of gameplay.

A screenshot will be provided to show proof of game time from the parental and well-being section of my Android phone.

• Device specifications;
-Product;
Samsung Galaxy A54G

-Model;
SM-A546U

-ONE UI version;
6.0

-Android Version;
14

-RAM
6GB

Player 11

Please provide as much detail as you can to describe the bug. *
• After I beat level 5, two things happened. First of all, prestige didn't update, and it was set to 0, but what's more infuriating is that all the tokens were gone. I had 1000 of them as I tested the store prior to completing the game. But once I beat level 5 and was brought back to level 1, they were all gone. I tried buying stuff in the store, but nothing worked, meaning they were gone for good, and it wasn't just a visual bug.

• When I closed the game and re-opened it, the prestige was reset, but not immediately. It was set at "1" when I checked, but I don't know if it was because I checked the shop or something else, it was reset to "0." In the console, I got ""Prestige Level Text Set" text, if that means something. On the other hand, tokens are kept, and I bought store items to see if they were actually kept in between closing and reopening the game.

• At one point, after closing and opening the game, I entered the store, and all my bought cosmetics were gone. What's more interesting is that I entered level one, and one of the cosmetics that I had equipped appeared on me, but only for that level. Once I left and re-entered, it was gone. I even got the "itemkeyname variable is not a hat" message in the console. Screenshots are provided below.

• You can activate "?" blocks by touching them from the side. I encountered this in later levels but going back I noticed it happens for all "?" blocks that aren't surrounded with other normal blocks.
1455 characters
447.65 KB

1.14 MB

What elements of the game did you like MOST? *
AUDIO:
Audio is quite solid. I do appreciate how all stages have separate soundtrack, but I appreciate even more how those soundtracks are long enough to cover the entire stage. I purposefully

stayed at the very end of the stage to see how long they are and it's incredible. None of them feel repeating (unless we die) which is definitely a plus. SFX are also solid, no complaints there.

388 characters [min 100]
What elements of the game did you like LEAST? *
GAMEPLAY:
The gameplay reminds me of old-school Super Mario games, but it feels watered down. There are some fundamental mistakes that I need to point out.

• First of all, levels are too linear. Our goal is to go from one end of the level to the other; that's it. I think that you can simply add secret passages and secrets in general to make it more interesting. Instead of passages ending in dead ends, you can put some fake wall there hiding a treasure chest, for example. This way you can utilize the signs with arrows on them which can indicate secrets to players instead of pointing in the general direction of the level.

• We can't kill enemies. This is one thing that I disliked the most. Avoiding them was super hard sometimes, and it would've been great if there was a way to be able to kill them. Hitting "?" from underneath would've been perfect, but it didn't work at all. Replaying the levels for the sake of prestige felt boring since I would just speedrun the entire level, avoiding basically everything because nothing mattered.

• Speaking of not mattering, tokens are pointless. There are, in total, maybe 50 tokens for five stages, and to get some cosmetics from the shop, we need 200+. It would be better if some gems were of different value, were more cleverly hidden, or were difficult to obtain (for example, some can be put in the "?" block that's being guarded by two enemies). That way, we can get cosmetics even through gameplay, not just through the store.

• Shields and HP are basically the same. That is at least my understanding; I never actually paid attention to the stats in the top left, so I am not sure if HP actually resets after every stage or not. The same is true with shield. It would be better if there was some clear indication for that, either on the tutorial screen or somewhere else.

• Having no invincibility frames when an enemy hits you with spikes really hurts. Mostly because the hitboxes on the spikes aren't the best. It happened many times, especially where the area for dodging is really small for the huge jump we have (not being able to control the size of the jump really hurt as well). This shouldn't be a thing, and I suggest you change it.

Here, I would add that having no checkpoints really made no sense. Adding one checkpoint somewhere in the middle of the level would be perfect. This can help with insta-death pits, which appear quite often in later levels.

• Overall, the level design and choices for item placement seem random. For example, in level 2, we get HP restored at the very end of it without any new enemies coming after. In level 5, the

death pit is placed immediately at the very start. This wouldn't be a problem if the controls weren't blocking the entire thing, making it very hard to notice. I would love to see this addressed going forward.

2823 characters [min 100]
Please share your final thoughts and feedback. *
REGISTRATION & LOGIN:
The registration process and email verification worked flawlessly. It was quick and easy to follow. One thing I would love to see is the activation process through email, where you send the email and we need to confirm we are registered. This can prevent unwanted registrations and spam.
The password reset process was quick and easy, and the email arrived really fast, so I definitely appreciate that.

GRAPHICS:
The graphic aspect is really weird. I don't know how to feel about it, honestly. On one side, I love the attention to details in some cases (knights in the fourth level, I think, in the background, as well as houses and nature in the earlier levels), But on the other side, it's so confusing.

• The first level is the best example of that. The platforms we are supposed to use are of very similar color, and it's been very hard to focus while playing them. Then the 5th level started, and the whole art style changed to resemble the Super Mario Bros 1 design. It was really weird. The main issue was the ending of the levels. Levels have no set end sign. The third level ends at the house that previously appeared; the first ends at the bar, while one of the later ones ends at the dead end. Having a clear "END" sign would be much better.

• The sprites for our character are solid. I love the variety of skins and how we can mix and match some parts with others. Enemy design is also great, different enemies can be easily distinguished from each other. What I want to address here is a small nitpick. First of all, there was no difference between enemies gameplay-wise, so different enemy sprites from that perspective made no sense. However, the size of those enemies is weird. They are all the same size, which shouldn't be a thing. I would love for the enemy sprites to be redesigned to address this. For example, you can have a lady bug with a giant body but small wings, which would make a perfect substitute for what it is in the game right now.

• The main menu being simple is also something I appreciate since I love the minimalistic approaches. However, the font used is too small. I had issues reading the costs within the store as well as whether or not I enabled or disabled the skin.

• The main issue in the graphics aspect is that the blocks from which the levels are constructed aren't connected at all. It was really distracting throughout the test, as I often thought that

platforms would drop and kill us or that a that a secret was being hidden behind them. Please address this as soon as possible.

• The UI in the top left should be changed. Having text instead of simple icons would be beneficial. I honestly didn't understand "tokens" and "jewels" at first. I don't think having both is necessary, as the other one is enough. Which one is better? I can't decide since both have upsides and downsides.

• "?" blocks should disappear when we use them. This is a small nitpick, but I honestly kept hitting them every time twice just to check if there's a secret somewhere or not. It would be a huge time saver to just have "?" disappear completely.

STORE:
As per instructions, I tested the store items, and I used the card that always approved the payment. The payment process was smooth, and all transactions succeeded without any issues. Emails regarding the payments arrived almost instantaneously, and that is always appreciated.

However, there were some issues with the purchased items. The tokens worked perfectly, I bought them and used them both immediately after the purchase and after the gaming session. However, the ad stop doesn't always work. It worked when I bought it for those sessions, but when I closed and reopened the game, I started getting ads immediately. I don't know if that's what was supposed to happen or not, but it's better to mention it. I don't know if that has to do anything with the way subcription is being renewed every 5 minutes (as per emails I got).

Another thing that failed with purchases were HP and Shield purchases. They can be seen as bought in the store itself, where the stats are being shown, but once we are in the game, the stats that are shown aren't matching. HP isn't changed at all, and Shield is set to 1, as per screenshots provided below. I screenshotted even the purchases listed to show what I bought. I genuinely don't like that store having the ability to buy HP and shields, which seems to be a temporary increase in stats. Just some side feedback on this.

CONTROLS:
Controls were simple, only three buttons to pay attention to. However, their placement was very bad. Considering that this is a platformer, putting them in a way that platforms are at the bottom was very problematic, especially at the start of level 5. I would make them even more transparent than they are right now.
Another issue with the arrow layout is that the area where those buttons are activated is really small. I missed my jump twice, and I wouldn't move many times because buttons failed to

register that I clicked them, since I missed them by a smidge. Either make them bigger or increase the size of the area where those buttons are activated.

This wasn't the issue with the joystick-type layout, since there I could press anywhere I wanted and they would activate. However, here I want to point out that movement gets slower if the stick isn't fully on the right or left (while incredible attention to detail) seems to activate too soon), meaning that I would have to hold only to the right or left for my character to run to the right or left. I think it would be better to have a slower walk if a stick is placed anywhere except the edge of the circle that appears when we are moving, and a run is triggered when we are on that circle.

PERFORMANCE:
I tested this game on Samsung S21 phone, android version 14. I encountered no performance issues whatsoever.

QOL SUGGESTIONS:
• Minor nitpick, but ads should have a skip button visible from the start. Having it hidden and making players sit for 30 seconds waiting for an ad to finish isn't a good practice, and people will turn the game off quickly. Mostly because there's another timer we need to wait for after the ad finishes.

• Don't make us log in every time. I would love it if there's a way to keep us logged in all the time. In order to check our credentials and change them, you can put a separate button that opens up a submenu where we can change passwords if needed.

6421 characters [min 100]
305.70 KB

1.14 MB

654.33 KB

Player 12

Please provide as much detail as you can to describe the bug. *

• There's a typo in the tutorial screen, where the button to proceed to the game shows "Contine to Game" instead of "Continue to game." See screen "Slime and Jewels typo.

• There are some areas in level 4 - and most likely in other levels - where the slime isn't touching the ground, but slightly floating above it. See video "Slime and Jewels floating."

• Collision hitboxes are far from perfect, and for a platformer about timing and accuracy, this can be a major issue. The slime clearly isn't touching some enemies but the game assumes it did and counts as a hit. Collision detection has to be polished as it can be quite frustrating as of now. See video "Slime and Jewels collision."

680 characters
128.83 KB

1.31 MB
281.45 KB
What elements of the game did you like MOST? *
• It's an old-school platformer with simple and straightforward controls and gameplay, focused on timing and accuracy. It has all the makings of a solid game and played reasonably well already, despite some visible issues with the frustrating spikes and the enemy collision detection hitboxes.

• Graphics can be cute in some levels, more than in others, with level 2 and level 3 being pleasant to the eye and doing a great job of separating foreground and background. This allowed for a cleaner gameplay, with no confusion between what's a platform and what's not, and the rest of the game should show this care.
612 characters [min 100]
What elements of the game did you like LEAST? *
• Having only one jump height felt like a massive handicap to me. With so many passages that require great accuracy, a "half-jump" would have been extremely useful. So, a quick single tap for a shorter jump, and a bit more for the full jump, this would keep the UI as is and make for some added options for players.

• I also noted the occasional jump delay as I press the button, feels like sometimes it doesn't react instantly as I do the action.

• Jump action button is too small, needs to be slightly enlarged (and also have a transparency effect as the joystick does), since the size has caused me several deaths. In the middle of the action, for a game that requires perfect timing, it's not uncommon to rush for the jump button and find out that I was pressing one centimeter away from it, so the jump didn't register, and I died (again).

• Joystick has to be the default control method instead of the left and right arrows. It's universally used and more convenient for mobile games, even platformers, and while I tried to see how good Slime and Jewels played with the arrows, I had to give up on this control method after a few minutes.

• Level 5 is terribly frustrating due to the abundance of insta-death spikes. They are everywhere, and I could understand if they would take one health token when we touch them, but instant death is too frustrating. Besides, there are some very tight passages requiring timing when jumping over an enemy and with spikes right on top, which are hair-pulling difficult to properly time. Furthermore, this is even more difficult as the slime rebounds when it touches an enemy, and the consequence is often to go and hit an spike, which is pretty much unnerving. So, one health token down would be a much more fair way for the spikes to act.

• The slime's shadow jumps right along with the sprite, which is both odd and hurtful to the gameplay. Since sometimes the slime goes out of the screen (for example, on level 5, there are various platforms where we need to avoid enemies and for a moment we don't see the slime), the ideal scenario would be to have the shadow "glued" to the platforms, serving as a reference or marker for the actual position of the slime, both when he's in or out of the gameplay area. It's also the logical move. Naturally, the shadow would have to be "intelligent" and understand the different height for the platforms, and where it would be cast accordingly to the slime's movement.

• Dying when jumping out of bounds (at the beginning of a stage, for example) isn't really something interesting to have. Perhaps making an invisible wall there to avoid this type of experimentation or mistake would be a good call, although it's far from a major issue.

• Some graphics make it hard to see what is a platform and what isn't, so the background should be more distinguishable from the platforms (colors, fade, etc.), as this caused me some deaths. Level 1, level 4, and some later parts of level 5 (not to mention that in this level, the transition from orange-ish cloud background to blue-ish background is abrupt and ugly to see, if we happen to focus our eyes on it, this should be smoother/use a gradient) are the ones where this unwanted "blend" of foreground and background happen the most.

• Store items price is too small, somewhat hard to touch - touching the actual graphical asset could also work as a purchase). Selected color, hat or glasses should have the full asset highlighted, as the small words "unlocked" and "selected" can be hard to read.

• While playing with ads at the beginning for experimentation purposes, I noticed that the way they trigger most of the time is harmful to the gameplay, and could push me to stop playing the game even before considering going ad-free. Most ads start playing seconds after we get into a level or after dying, resulting in situations where we may be jumping over a pit and then the ad interrupts it. When the gameplay resumes and we get control back, I fall into the pit and die. This has happened more times than it should - in fact, once would be bad. So, when

overcoming a level or dying, the ads should only play before we get control of the slime/at the start of the level, not when we're already moving and jumping around.

• In-game UI needs to be improved (the panel displaying the amount of health, jewels, and so on). Eventually, a small icon next to the numbers (a heart for health, a jewel for jewels, and so on) would save some screen space and give the game an overall better, more appealing look.
4528 characters [min 100]
Please share your final thoughts and feedback. *
I started playing Slime and Jewel with ads to see how it felt, and the first thing I can say is that they are obtrusive and too frequent. Besides, they often trigger when we already started the level, sometimes resulting in deaths (falling down, for example) due to resuming control when/where we weren't expecting it. This is something that may turn players off the game, as they won't progress much further due to these frustrating ad triggers, instead of making them want to purchase an option to remove ads.

I had no issues registering an account, the registration email was pretty much instant and clicking the link worked as expected, and also had no qualms using the "forgot password" button. I had the email right after, tried entering two different passwords to see if there was an error, and there was indeed. However (doing this action of PC - firefox browser), this led to the typing boxes to be pushed to the left, becoming smaller and misaligned. Adding the same password in the two fields was accepted, and I could use it right away to log into the game.

I could use the test card to purchase the ad removal and it worked, I could play without ads as it mentioned. I purchased a lot of tokens to buy cosmetics, and had no issues here as well, I could play with my chosen new character, hat, and glasses. I had no technical issues at all.

As for the game, it's a simple yet compelling platformer that looks nice, plays nice for the most part, but still requires a lot of work and polish. Some important points that bothered me are the lack of a "pressure-sensitive" jump button (allowing for different jump heights, something that I believe is vital for this genre), the insta-death spikes on level 5 which are too many and in a few passages are extremely tricky to manage, and the small size of the jump button, which results in failed attempts to press it among the stressful situations in some areas, leading to unnecessary deaths (make this button slight larger and add transparency to it).

I added a lot of additional feedback to the Least Liked form, with issues and improvement suggestions. Here I attached some of my gameplay, account, and store experimentation videos to this form so that you can see how the process went for the most. Best of luck for the rest of development!