

Tasks for now :

1. Please add a pop up to let users know to verify within first 24 hours or else their account will have login issues. For email verification, make it big letters on main screen telling player to verify so they don't miss it. Allow us admins to Resend verification email within playfab to user.
2. Allow user to resend Verification email to themselves. Please send me a video on how I can manually send verification emails within playfab.
3. Please send me a video on how I can manually send password reset emails. Allow players to click forgot password on main menu to send password reset email to account. Allow user to resend forgot password email to themselves

lets release the game and use the revenue money to fix everything and suggestions and improvements

After game generates revenue Tasks:

1. Would it be possible to add a pop up message to tell user who attempt to click greyed out booster "collect chests and open them for a chance to obtain a booster"
No. It won't be possible since the button is not intractable. If I am to change the system, it would be considered an extra, as Unity does not provide a simple solution to interact with buttons that are not intractable.
2. Another Enemy needs to be added before gate/ending at end of level 4.
3. Another enemy needs to be added before pole/ending at end of level 1
4. We can do enemy health for 2 hits to damage at a later time when game generates revenue.
5. "Please make sure users don't have to login every time. For quick login. " This is not simple. We spoke about this. We are keeping this module at \$200. The quick login system alone will cost \$125 as that is a complete system. I suggest that the quick login system be covered in a later module as it is a complex task. We already agreed that we will do this when the game starts generating revenue. Can we store playfab login for auto login.
6. Please note, we cannot change the button sizes, without completely overhauling the UI of the game. I do not recommend it at this point, because I will not be able to do it free of cost. Also, for UI overhaul, we may require some UI artist to create brand new UI for the game.

Physical Arcade game machine

Make jewels rotate and move up and down

MAYBE CHANGE THIS TO 2 seconds: (The enemies can be difficult. Let's allow 3 second buffer of protection from enemies after player is hit.)

Game feedback tasks (the testers tested the latest Google Play Store upload you made for internal testing, using the links you provided me)

Bugs this user experiences, they got to prestige 2 but were met with new game instead of load game which should place them loaded back in on level 1.

The user has health of -1, it should be 0 or more

Then the spikes I think are an issue for passing the level.

- 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)

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.

- 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.

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.

- 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."

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.

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