

Symbolize QA Form

First name: _____ Last name: _____

Please fill out the following form and return back to Luke Brown. Note I also of course hold a cheat sheet if you ever get stuck but please don't try to abuse it! Use download link on phone.
Download link: <http://www.mediafire.com/download/6rp1i8a4m4x9ckn/Symbolize-0.8.1.apk>
E-mail: Luke.Michael.Brown@gmail.com

Note the following levels are incomplete and current solution is to just to nothing. Some of these are simply blank since nothing has been started. Others having started pictures but just no solution yet. 5-9, 5-10

You should fill out the next sections as you play the game to make it easier for you to keep track of. Make sure you read all the sections before starting so you know what you are looking for. Don't worry if you place things in the wrong section the sections are more for helping to know what to be looking for.

Note: The next two sections deal with difficulty. Note both the hint and the actual puzzle manipulation come into play with difficulty and thus a puzzle difficulty should be measured on both. When answering questions describe which part was the problem. Note later sections will deal with bad puzzle design these two sections are only dealing with difficulty.

Too Easy: Please put what levels you believed were too easy for their placement. Keep in mind this is relative i.e. levels at the start are suppose to be easy.

Too hard: Please put what levels you believed were too hard for their placement. Keep in mind this is relative i.e. levels at the end are suppose to be hard.

Note: The next three sections deal with poor puzzle design. If you have suggestions for how to fix these puzzles please feel free to give your input. If you believe the puzzle is simply awful express this so I can take a second look.

Spelling and Grammar: There's bound to be some.

Bad hint: This section is for describing levels which you believed may have poorly created hints. I'll admit some of these hints were not given as much love as others this is to help me get a nice list of the bad ones so I can look them over. Again if you have suggestions they are always welcomed.

Bad puzzle: This section is for describing levels which you believed may have poorly created puzzles. I'll admit some of these puzzles were not given as much love as others this is to help me get a nice list of the bad ones so I can look them over. Again if you have suggestions they are always welcomed.

Bugs: Finally the app probably has never run on your phone before so there were probably be problem. If you run into any like weird unexpected behavior or like the app crashing please mention it here. If you can find steps to reproduce that would be even more helpful.

Alternate solutions: Symbolize supports multiple solutions for puzzles where a different answer may make sense. If you come up with a solution that you believe is also correct please put it here.

This next section is to completed after you are done. Note I said done not completed. If you don't complete it that's okay. We can talk about why after.

Final comments: Place here any other comments you have after finishing the game. Did you complete why or why not? Was there any mechanics that didn't function nicely? Animations that take too long? Any comments on the design or look etc.

Finally if you had any suggestions for levels of your own you can draw them out and send them to me. I'd be happy to try and add it in. Additionally for the levels with a puzzle but no solution you can also give me suggestions on those.