

WEEKLY FEEDBACK ANALYSIS

Hi,

I hope you're doing well! Please find below your weekly feedback analysis report for the period of 2025-09-01 to 2025-09-07. This report summarizes key trends, insights, and any action points identified from your customer feedback during this period.

Overall summary of weekly feedback

Total feedback received: 14

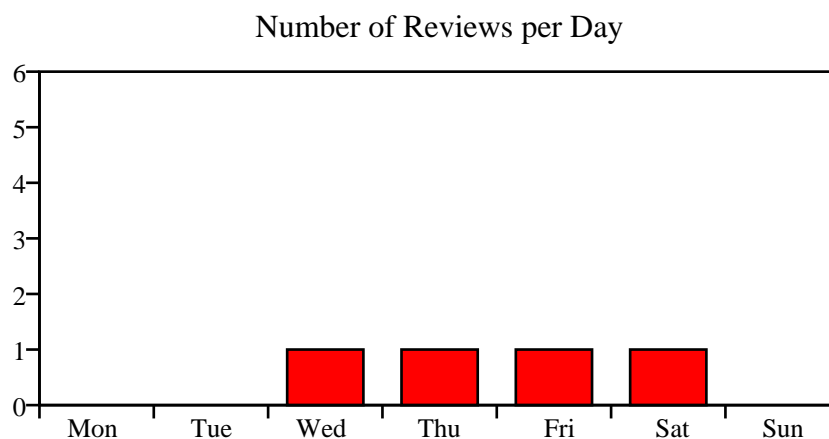
Positive feedback: 50.0 %

Game problems feedback: 50.0 %

New feature request feedback: 0.0 %

Cheating report feedback: 0.0 %

Average score: 4.07/5



Key Trends & Insights

Positive aspects

- Players appreciate the game's core experience and gameplay, which was previously regarded as one of the best in its category.
- The game offers unexpected and surprising gameplay elements that keep the experience fresh.
- Enjoyable chaos and variety are delivered through simple, engaging level designs.
- Unconventional controls and mechanics, such as unpredictable directional arrows, enhance the fun and uniqueness of the game.

Bugs found aspects

- Excessive frequency of ads, appearing after every level completion and player death, disrupts gameplay and reduces enjoyment.

- Aggressive monetization pressures players into making in-app purchases to remove ads, leading to a negative perception.

- No significant technical bugs reported, but the intrusive ad strategy is a major frustration.

Suggestion aspects

- Players request a reduction in ad frequency or the adoption of a less intrusive ad model to enable smoother gameplay.

- Greater transparency about the development team's size and operations, possibly improving support and communication, is desired.

Label	Comment
positive feedback	i love the way you always don't expect it! i say keep the game this is dont change it!! well it's one answer why i gave it 5 star in the title and it's just i love how sometimes the means and means and the means giant jump
	perfect if you like to be surprised i had a great time playing through all the different levels and general chaos of simple level design.
game problem	too many ads this game used to be the best, but now after every level and every time you die, there's an ad. they have ruined the game by almost forcing you to pay for no ads. do better
	one question. how many people work on this game?