

Why is the game frustration

Level 1 is just designed for the player to get a hang of the game

Level 2 is a little more challenging, because now each cube has a different pathway. This, mixed with the speed, makes it so that the user is a little frustrated

Level 3 is less challenging, but the player will usually go right into the maze, and instead skip the easy win

Level 4 is more frustrating. It is actually impossible. No matter what the user tries, I believe they cannot win. This is by design. The user will notice that they are one round away from winning, and therefore they will believe there is a way to win, so they would keep trying and trying to figure it out, but there is no way. Eventually they would have to quit, so close to the end.

Level 5- i have never gotten here, and it doesn't matter