

# Boxitaire Review

I would like to highlight that *the game is really fun to play*. The feedback below is just things that, I think, could improve the game. Its my first time testing a game, so I apologise in advance if it comes across as too harsh, not my intention. 😊

## Loading into the game

I loved how the game loads up and the main menu flies up. Looked very professional.

The only suggestion I would give is to make the menu buttons the same text size and perhaps add another effect. The play icon on the play button is not necessary and looks off. Also, I would suggest to make the text in all the buttons capital letters.

## The name

The name made me think that it's similar to Solitaire, when infact it's more like Tetris. The added feature of numbers for each square in the overall piece reminded me of Scrabble. That combination of Tetris and Scrabble is what ultimately, for me, made it really fun to play.

I would suggest maybe changing the name to something else so players don't confuse it to be a solitaire type game.

## The tutorial

It was not clear that the tutorial at the beginning was a tutorial. It was only when I completed it and went to the main menu that I realised that it was a tutorial. I think you should just take the player to the main menu, and then add a button/pop-up for the player to go on the tutorial.

More written instructions are needed in the tutorial. An arrow saying to "tap" the brown box, for example, would have been helpful. I only realised that by accident. I am not sure, but I think I saw a metallic box in the tutorial but in the actual game it was a wooden box. That confused me a bit.

## Buddies button

I am unsure what the buddies button on the main menu is.

## **Gameplay**

Not clear that need to Tap brown box when it appears when you add multiple numbers in box form. Perhaps some text should pop up to tell the player during tutorial on how to play the game

When you run out of moves, again would be good if there was a text pop up saying "game over, try again"

When the player adds the piece to the grid, it is white if ok and red if not. I would suggest turning it green if it is ok. It just really makes it clear then for the player.

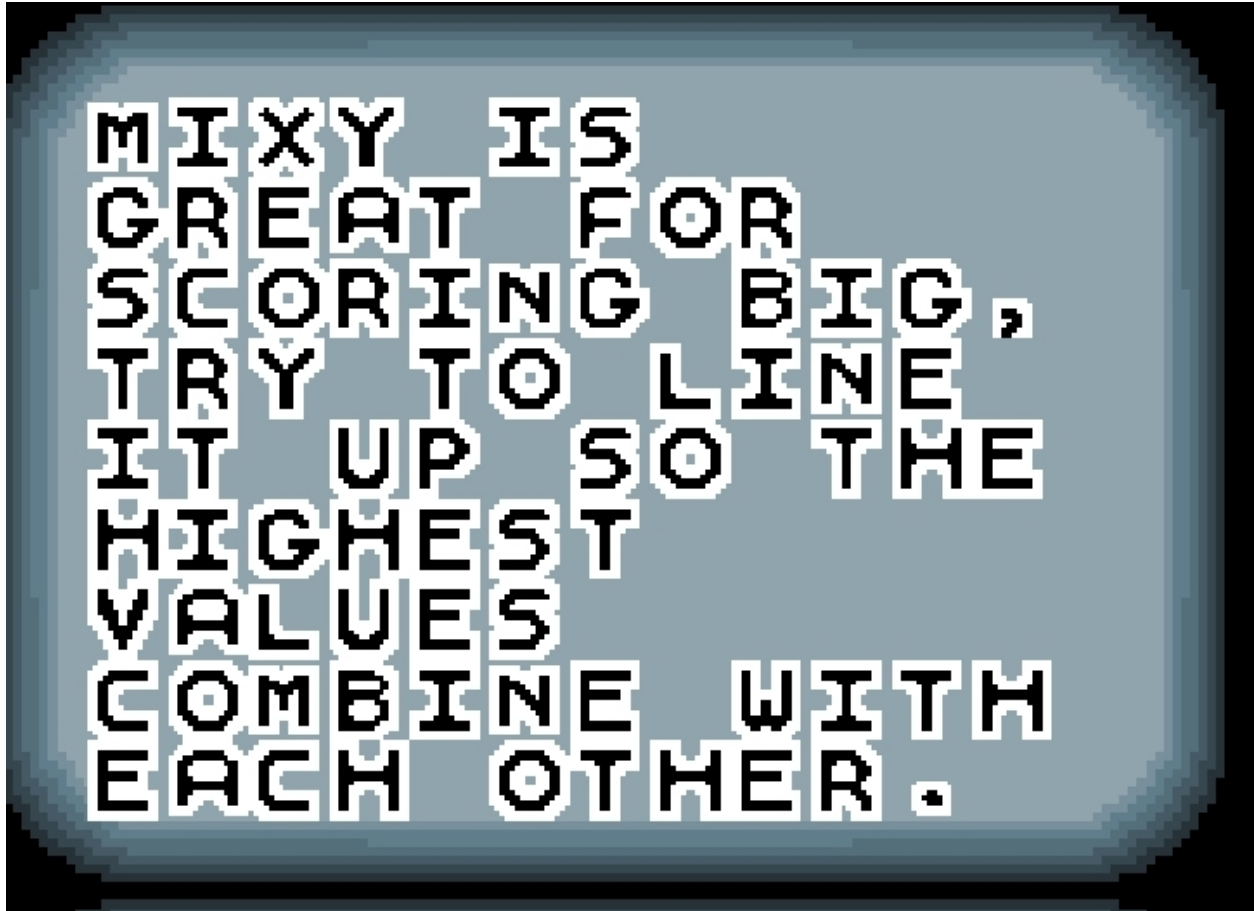
Not clear what either of those two icons in the picture below means (TNT bomb and the one with a face and two squares) and should be explained in tutorial. The TNT bomb gives the illusion that the level is time sensitive, but the bomb thread stays the same length.



It's not clear that the icon below means that the button is locked or that it is a lock icon. Maybe consider turning the lock into light metallic grey (like a metal lock) with the same background?



Not sure, but I think "Mixy" is a typo?



When there are no moves possible, the button on the top right starts pulsing. I think it would be clearer if the button came as a pop-up in front of the player, so the player is aware that no other moves are possible without having to think "oh, I need to check the button on the top each time I try to think of a move".

## Upgrades

It would be great if player got a popup while playing that they have unlocked upgrades, which they can then check on the main menu. A bit like how Temple Run does when you get enough coins to unlock a power-up.

I like the little human sprite at the bottom of the main menu screen but it took me some time to figure out that you need to collect upgrades then the sprite moves. I just feel it

could be more linked to the game, such as unlocking new levels with different themes when the sprite reaches the treasure boxes when walking.

## **Navigation**

Player cannot quit the game midway to go back to menu, unless they get out of the application and then go back in. I would suggest adding a back button, then if clicked, a message like "are you sure you want to quit this game, all your progress will be lost!" comes up.

## **High performance/High Quality**

Not sure what the difference is in both those options on the right side of the main menu. If it affects games, a small caption when you touch each option would be useful.