

Game Analysis & Improvement Proposals

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Suggestion 1: Stalled Pieces.

Description:

Since the game should be relaxing, and stimulating but also enjoyable, I'd suggest adding a small improvement:

The first two pieces that are unplaceable could be "skipped".

Problem:

Enjoyability of the game.

In this way, if the board of the player is complete and from the new randomly pieces generated he can place only 1 piece (or 2), he'll be able to place that and, since the 2 unplaceable pieces are waiting, he'll get a new piece until he's able to place the other 2 or until he can't place either of the pieces.

Impact:

This small improvement would increase players' chances to enjoy the game but also, sometimes, to think twice before placing the last available piece.

Suggestion 2: Initial Tutorial Improvement

Description: True, the game is simple but we should probably listen to players and create an entire level of tutorial, maybe with a defined script where players can first see where to place each piece (for example, during the tutorial players will have to place every single piece).

In this way, we could solve an issue many are speaking about and helping new players find their way, with also the chance to explain the new features inside the tutorial.

Problem:

After downloading the game, if it wasn't for the knowledge of other similar games, I would've had the same issue many talked about in the game reviews on the Play Store: The tutorial doesn't prepare players for to game as it should.

Impact:

In this way, we could solve an issue many are speaking about and help new players find their way, with also the chance to explain the new features inside the tutorial trying to maximize its use to help players who don't know the game understand every step.

Suggestion 3: Furzies combos

Description:

I'd suggest adding Furzies combos that have a bigger impact on the board, with giant explosion if combined with more than 3 Furzies together, or leaving it like it is now but adding

a special reward for players that allows them to manually select one piece for the next random pieces.

Problem:

When a player combines more Furzies in the same explosion the result isn't as big as expected.

2 possible solutions:

- 3 Furzies that explode at the same time create a bigger explosion of a 6x6.
- Exploding 3 Furzies together will allow players to manually select a single piece or all of the pieces from the next draft of pieces.

Impact:

Exploding Furzies will effectively have an impact on the gameplay now.

The first option would also have a visual impact, with the chance of creating cool art effects that will spike players' enjoyability.

The second option allows players to feel exploding more Furzies together like a real reward since they'll be able to pick their own pieces every time they do that.

Enjoyability and thinking will be deeper inside players' feelings with these combos.