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Pixel Puzzle Picross Xforce

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## About This Game

**Pixel Puzzle** is a challenging and exciting picross game that uses numbers and logic to solve grid puzzles and unlock fully colored pictures. Also known as 5d3b920ae0

Title: Pixel Puzzle Picross  
Genre: Casual, Indie  
Developer:  
Mouseless Media  
Publisher:  
Mouseless Media  
Release Date: 28 Aug, 2017

English

pixel puzzle picross

Things I liked about the game: +Tutorial is very well done +Menu is nice +I like the little highlight when a row/column is finished +Some of the final puzzle images are cute (I'm talking about you "Hot coffee" and "Lantern") +You can play in 2 modes: normal and hard mode +This game has one of the faster moving arrows when solving picross with keyboard Some of the things that I didn't like so much: -Music is annoying and loop rapidly meaning if you play for a long time you just have to disable it (option to do so at least) -The overall feel of the game is a bit stiff. When you complete a puzzle nothing moves. I though the game has stopped working the first time. There is no music, stars appear all at once (no animation). I think this could be improved -No indication of when you are about to lose a star in normal mode (make the timer goes red or something to let user know he is about to lose a star) -Some of the puzzle don't have pleasing color (hello 'fire hydrant" !) I think the color might be too saturated. Try to use color not just based on whiter/blacker tint of the original color (red in this case) or ask someone with color theory to review the art maybe? Its more fun to discover beautiful image than meh image. -Only one puzzle is unlock at a time (I like to have freedom to choose at least from a few in the same category) -After a puzzle is completed you don't see your best time -After a puzzle is completed you don't see the title -Changing category is slow (maybe add an option to make it

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faster?) -Game should not ask to save puzzle when there is no painted, 'x' tiles! There is no option to tell the game not to save an empty grid at the moment -Painted tile is animated, 'x' tile is stiff (no animation) either animate both or neither -No achievements -No undo/redo button in normal mode -No workshop -Price is high compared to other picross game for what it offers I can't currently recommend this game. I might change my review if dev are not dead and decide to improve the game a bit more.. Things I liked about the game: +Tutorial is very well done +Menu is nice +I like the little highlight when a row/column is finished +Some of the final puzzle images are cute (I'm talking about you "Hot coffee" and "Lantern") +You can play in 2 modes: normal and hard mode +This game has one of the faster moving arrows when solving picross with keyboard Some of the things that I didn't like so much: -Music is annoying and loop rapidly meaning if you play for a long time you just have to disable it (option to do so at least) -The overall feel of the game is a bit stiff. When you complete a puzzle nothing moves. I though the game has stopped working the first time. There is no music, stars appear all at once (no animation). I think this could be improved -No indication of when you are about to lose a star in normal mode (make the timer goes red or something to let user know he is about to lose a star) -Some of the puzzle don't have pleasing color (hello 'fire hydrant" !) I think the color might be too saturated. Try to use color not just based on whiter/blacker tint of the original color (red in this case) or ask someone with color theory to review the art maybe? Its more fun to discover beautiful image than meh image. -Only one puzzle is unlock at a time (I like to have freedom to choose at least from a few in the same category) -After a puzzle is completed you don't see your best time -After a puzzle is completed you don't see the title -Changing category is slow (maybe add an option to make it faster?) -Game should not ask to save puzzle when there is no painted, 'x' tiles! There is no option to tell the game not to save an empty grid at the moment -Painted tile is animated, 'x' tile is stiff (no animation) either animate both or neither -No achievements -No undo/redo button in normal mode -No workshop -Price is high compared to other picross game for what it offers I can't currently recommend this game. I might change my review if dev are not dead and decide to improve the game a bit more.. Things I liked about the game: +Tutorial is very well done +Menu is nice +I like the little highlight when a row/column is finished +Some of the final puzzle images are cute (I'm talking about you "Hot coffee" and "Lantern") +You can play in 2 modes: normal and hard mode +This game has one of the faster moving arrows when solving picross with keyboard Some of the things that I didn't like so much: -Music is annoying and loop rapidly meaning if you play for a long time you just have to disable it (option to do so at least) -The overall feel of the game is a bit stiff. When you complete a puzzle nothing moves. I though the game has stopped working the first time. There is no music, stars appear all at once (no animation). I think this could be improved -No indication of when you are about to lose a star in normal mode (make the timer goes red or something to let user know he is about to lose a star) -Some of the puzzle don't have pleasing color (hello 'fire hydrant" !) I think the color might be too saturated. Try to use color not just based on whiter/blacker tint of the original color (red in this case) or ask someone with color theory to review the art maybe? Its more fun to discover beautiful image than meh image. -Only one puzzle is unlock at a time (I like to have freedom to choose at least from a few in the same category) -After a puzzle is completed you don't see your best time -After a puzzle is completed you don't see the title -Changing category is slow (maybe add an option to make it faster?) -Game should not ask to save puzzle when there is no painted, 'x' tiles! There is no option to tell the game not to save an empty grid at the moment -Painted tile is animated, 'x' tile is stiff (no animation) either animate both or neither -No achievements -No undo/redo button in normal mode -No workshop -Price is high compared to other picross game for what it offers I can't currently recommend this game. I might change my review if dev are not dead and decide to improve the game a bit more.

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