



I'm not robot



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Tap dig my museum pickaxe

Japanese-English network no VPN required Android 5.0 and above is required to have fun digging and creating your own museum! One day, I entrusted an abandoned museum. I discover dinosaur fossils and enjoy putting them together piece by piece. I'm glad to see the increasing amount of visitors amazed and happy. Looks like this is going to be a great museum! (How to play) - Create a gallery stand. Create a gallery stand to display your fossils. Restoration and development gradually run down the museum. - Set for excavations. Discover the fossils to display in the exhibition stand. You can choose your drilling location from the map. Enjoy wondering what kind of dinosaur fossil you will reveal! Please visitors to the museum by collecting and assembling every part of the excavations. - Raise your level. Upgrade your museum. Eventually you will receive many visitors. Upgrade your character. You can increase the number of excavations. Upgrade your pick. This expands the range of rocks that you can destroy. - Collection of excavations. You can collect your fossils in the store and install your favorite fossils wherever you want. (However, some excavations cannot be displayed depending on the type of exhibition position.) - Make money. Visitors will pay to come and see your fossils and the amount of money they spend will vary depending on the customer's type and level of satisfaction (depending on the status of your excavation collection.) With the money you earn you can fund excavations, make galleries stand, and level up. If you save a lot of money, you may be able to buy a new museum! (Future updates are planned.) Enjoy the fun museum management game with digs like puzzle and simple controls! You will always be passionately expecting your next fossil discovery! Collect many digs and aim to create your own gorgeous museum with cute pixel art characters that move around! - Improved performance. - Add a load screen. - Fixed insect.----- add 15 new excavations - add new rooms and terraces - increase the level limit to attract customers, number of excavations and tools - added shop where you can buy drilling tools - and added drilling ability with triple endurance - stand for small items added - when changing the design, can change the left and amyndirections of excavations.- A favorite feature of the excavations has been added. File size: 66.99MB Current version: 1.5.1 Update time: September 16, 2020 Provider: oridio Chức năng mod của TAP! Dig! My museum! Benefit! Dig! My museum! It is a pocket-sized game with a strong understanding of usability. Game menus use colors such as orange and blue for contrast, tracking different screens that offer the player through diegetic and non-diegetic widgets, and many menus use intuitive tags. He said that the game does not stray from conventional wisdom in a few cases. Given how much content there is in this game, this usability analysis is limited to the first hour of play. That's it Where the goal is to collect as many dinosaur fossils as possible and put them on display in their very own museum. The main episode of the game involves a series of excavations in which players uncover the bones of one dinosaur at a time. It's great fun to dig excavations as it is to graze one in a museum collection. Genre: Simulation platform (played on): Android revenue model: F2P released: 2019 developers: Oridio, Publisher: Company (s). Oridio, the great startup company starts the tutorial as soon as the game is downloaded; once the player opens the game for the first time, the game will guide them through basic game menus and features. The game accomplishes this by using a blue bouncing arrow to indicate where players should go (Fig. 1). There is a few descriptions, and players learn by doing. Figure 1: The drilling part of the great educational user interface cues helps players track the number of strikes they left behind: near the middle of the screen, the drilling progress bar tells players how many strikes they left. A big advantage is how the bar changes from green to orange when the player gets low on strikes (Figure 2). The other counter is represented by the sun, which passes the top of the screen from left to right where the player spends his blows. Even light fades as the sun approaches the horizon. Figure 2: The Drilling Progress Bar and The Sun's both track player status is noteworthy the game does not always make it easy to tell bones regardless of dirt or rock: in other game types such as first person shooters, it's in the developer's interest to make targets stand out from the environment. In contrast, this game throws elements into the digs that can easily mislead players. For example, the right stone above the dinosaur bone in Figure 2. Other items such as these include buried coins and pieces of dirt. These elements do a great job of enhancing the simulation experience, making players feel as if they are really paleontologists at the excavation site. Great notes after digging help players understand their performance: there are different images that play when players don't find any fossils (Fig. 3) and when they do (Fig. 4). Appropriate voice notes accompany each scenario. The latter is particularly polished: the bright red label for the new under neath every unmistakable grandeur. The game even changes the Orange Cancel button to a quick forward button to allow seasoned players to skip the results. Figure 3: Reactions when players do not dig anything Figure 4: Reactions when players do not dig bone navigating the great museum many of the game's menus convey meaning or function without text: one convention that is repeated throughout the game menu is a blue sign button to confirm the orange X button to cancel (Figure 5). The contrast of these colors is clear, and anyone, regardless of their color perception, will understand them. In many places, the grey game outside the buttons that the player can't press it Similarly, the game changes the drilling cost text to red when the player doesn't have enough gold to carry it. The buttons inside the global navigation at the bottom clearly convey their contents, such as the map and encyclopedia at the bottom of Figure 5. Figure 5: An example of the submenu with confirmation and cancellation of secondary options does not correspond to the Confirm and Cancel buttons with mobile conventions: while the most prominent buttons appear in the virtual museum screen in the lower right corner of the screen - which means that this game is designed for right-hand people and the Western public - the confirmation and cancellation buttons do not comply with this agreement. In each instance where the confirmation and undo buttons appear in game menus, the Confirmation button sits to the left of the cancel button (Fig. 5). In many other mobile game menus, vice versa. Assuming that the majority of players are right-handed, this makes them more likely to accidentally tap the cancel button with the right thumb. This is a minor problem because players use confirmation and cancel buttons with equal frequency. This may be more important if the cancel-order shortcut is implemented at the next point. Suggestions: Flip the confirmation and cancel buttons wherever they appear in game lists. Instead, move the Cancel Command button to the top right of the game menus (players will be less likely to click the wrong button). Too many crucial steps to get in and out of drilling play: often, players come up with less digs with the less gold they need to continue in the next round. Then you must take advantage of three cancellation buttons to return to the museum so that they can pick up more gold (Figure 6). From there, it's four buttons to return to the drill confirmation screen. In a game that is already heavy on tapping, the eight step process (seven buttons plus tapping to capture gold) risks causing tap fatigue. This is crucial because they risk alienating players because of fatigue at an early stage of the game. Suggestions: One option is to make the call-up button in the public platform screen always interactive. Instead, creating a universal cancellation would allow players to return to the virtual museum screen by clicking anywhere outside the menu. Any of these shortcuts would reduce the steps and time it takes to get in and out of excavations. Figure 6: It takes three cancellation buttons to return to the virtual museum platforms displaying a large player progress clearly indicated in multiple ways: the most obvious reference for progress is the fossils themselves, which accumulate on the platform as players accumulate them. The percentage bar is equally useful, as are the names of dinosaurs that players slowly reveal (Fig. 7). In the virtual museum screen, it is clear when the dinosaur is incomplete because the bones do not contain the same golden glow as the final bones. Figure 7: Platform evolution screen great players can manipulate the camera in the global platform Unlike the virtual museum screen, players can manipulate the camera with swipe their finger at the global platform screen. This is particularly problematic early in the game when, by default, the camera puts the next platform available at the top of the screen (Figure 8). So the gap between the platform screen button and the next available platform is almost the length of the screen. Players who use one hand to play may find physical difficulty at this distance. In addition, players who recognize these lists may have trouble keeping the process because the buttons are too far apart. This is an important issue because this list does not provide the ease of use that players expect from a mobile game, especially in cases where players have only one hand to play with (e.g. public transport). Friction at this early time can hinder the retention of players. Suggestions: One option is to allow players to process the camera in the global platform screen. Another option is to focus on the camera from the beginning of the game onwards (i.e. set the camera until the main entrance is at the bottom of the screen). Figure 8: An example of a screenshot of the great screen platform great storage menu provides players with an easy-to-use interface: players hoping to put away their dinosaurs can easily do it with a storage menu because the option to put away is the default option when the player opens the screen (Figure 9). Similarly, it's easy to swap one dinosaur for another. Although it is not explicitly mentioned, it is clear that the platforms restrict the options according to the level of difficulty and size. In other words, players cannot place a golden skeleton on a bronze platform. This is a good error prevention. Figure 9: Map storage list great text cues help players choose the next drill: on top of the bright red label for new under new excavations, question marks also in contrast to the names of other excavations completed (Figure 10). Each cues make the next drilling selection a quick process. Figure 10: A large marker map using a familiar hierarchy to indicate difficulty, besides the size of each platform, it is clear that some excavations are more difficult than others because of the marks on the map. The order of difficulty is bronze, silver, gold and platinum, which should be familiar enough convention for any player no matter where they are in the world. Later, these marks appear in the markers at the top of the map to separate the difficulties from each other. The item list is important as the visual reference to the ownership of the item is misleading; when items run out of players, the button turns gray and the number turns red. These are both good signals. However, the number does not drop to 0. Instead, players see the red number 1 (Figure 11). This has the ability to mislead or confuse players because it is inconsistent with other lists that represent the item inventory. This is an important issue. The signs are mysterious. Suggestion: Change the value of the number to 0 when players run out of items, just as in the drill confirmation screen and other places. Figure 11: The item menu is crucial it is not clear that the button i leads to the purchase of items: in order to buy more items in the game using gems, players must click the button l below the item code along the left side of the menu (Figure 12). Using i as a code here is confusing because there is already information about these items in the list of items themselves. Moreover, the i button is very small and often looks tight next to the level indicator directly under the item icons. The alarm that the game uses to draw attention to this button is also very small. This is crucial because players are less likely to notice or use these purchase menus. Suggestions: One suggestion is to change the i code to the +. Players may be more likely to understand the meaning of the button. Another suggestion is to move the same button to the upper right corner of each item icon, where there is more space to enlarge it. This will help these buttons stand out more for players. Finally, another option is to add these purchasing options to the market list. Figure 12: The alarm is barely visible under the image of the Stamina 13 drink icon: the purchase menu of the item is usable in itself too small text repeated in this list: the descriptions of the last three elements begin all, when excavating... , which adds too much clutter to this list (Figure 12). As it is, this gray list is off buttons for these items when the player is inside the museum. This is sufficient restriction to prevent players from using these elements outside the excavations. Moreover, players may be less likely to see i buttons with a lot of information to digest. This is a minor problem because players may ignore the extra time for text. Suggestions: One suggestion is to cut these first two words from the description of the last three item. Another proposal is to reduce the descriptions where possible. For example, the description of the fuel element (bucket) can be as follows: It digs a large area. As they are, the titles are all intuitive enough that cutting on descriptions is possible. Secondary headers smaller than item symbols: The items aimed at the museum are represented by the museum icon, while those elements dedicated to excavations are represented by the symbol of Pickaxe (Fig. 12). Players are less likely to record these headers because these symbols are smaller than the element codes. Therefore, players may not record these headers and rely more on item descriptions to understand the purpose behind the two assemblies. This is a minor issue because players are likely to be familiar with these gatherings after a few visits to the list. Suggestions: One suggestion is to make at least as large header codes as item codes. Another The titles are added next to each header icon (for example, place 'fossils' next to the Pickaxe). In both cases, players are likely to understand the purpose of each pool. The great list market market list tells players what is for sale with little textual information: this is one of the best menus in the game, where icons and buttons work together in unison to tell players exactly what is for sale (Figure 14). Symbols and quantities of items are as unambiguous as the dollar values in the blue buttons. Moreover, the names of each package will help players make informed decisions. Figure 14: The important market list dollar amount for the Starter package is too small to read: clicking the details button in the market leads to the description of the beginner package (Figure 15). However, the dollar amount inside the blue button is too small to be readable. Players may see this and feel that the game is trying to trick them. In-game purchases must be clearly defined without any ambiguity to encourage and retain the player's confidence. This is an important issue because it risks undermining the player's early confidence. Suggestion: Make the dollar amount in a button for \$5.99 legible size, just as other costs appear in the market list. Figure 15: The beginning of the screen detail pack upgrading a large color coding list helps vital information and functions stand out: the contrast of the blue buttons against the gray ones clearly indicates that one is reinteractable where the other is not (Figure 16). Here, turning the gold clause to red when a player does not have enough money is a good use of this convention. Similarly, use orange to indicate maximum upgrade levels and blue to indicate what players receive from individual upgrades are both good uses of these contrasting colors. Figure 16: The mini-upgrades menu there are no text descriptions of upgrades: Although players must come to understand what each upgrade does overtime, no text means they are going to struggle to understand this list at first. Perhaps the most difficult upgrade to understand is the second because the miner code is not always a fixture in excavations. Friction at this early time can hurt player retention. Also, players may be less likely to spend gold here if they don't understand the value of promotions. This is a secondary issue because the difficulty curve encourages players to look for ways to make excavations easier. Suggestions: One option is to add the i button to the upgrade codes, resulting in a pop-up window with a brief description of each upgrade. Instead, a brief video of the upgrade effect would be a good alternative to any text. Finally, making a miner or wallabex icon a permanent fixture next to the drilling progress bar in the drilling screen can help draw a stronger connection between the two. The secondary encyclopedia organizing this list is not transparent: generally, buttons and layout on the individual Very good. One drawback is in the organization, in which dinosaurs are ordered according to the level of difficulty. For example, silver level skeletons begin on page 21. Players with few bronze skeletons will therefore have a gap between these skeletons and their counterparts at a higher level. This can be confusing for players who have opened the highest level of dinosaurs and do not understand how to find them (Figure 17). This is a secondary issue because most of the information in the encyclopedia is repeated on platforms. This list is not an important part of the core loop, either. Suggestions: One suggestion is to organize the skeletons according to the order the players dig them in. Instead, enter tabs along the top of the list that organizes dinosaurs by level (as if they were bookmarks). Figure 17: The page number is displayed in the small left top options menu shading text make some options difficult to read: Although the first two sections of this list are very easy to understand, some labels stand out. Whether it's reducing the text shadow and adding more white space between characters, or removing the text shadow and underlining the labels, these labels can be more readable. Figure 18: The list of critical options there is no help available: Without the help option, players may put the game up when they have problems. This is an important issue because it can hinder the retention of players. Suggestions: At the very least, add a button that leads players to reporting problems. This is especially important when it comes to in-game purchases. Additionally, players can take advantage of the browser's FAQ page or, alternatively, a summary of the game's main concepts. Thanks for reading this post! This game has a lot to offer after the first hour as it's represented here. Discover, customize, and learn all goes hand in hand with TAP! Dig! My museum! Museum!

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