



PSIMA Achievements

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Figure	Title	Task / Condition	Implementation
	Curious	Take a look at the Hall of Fame.	implemented
	Editor	Submit a level for levelpack 4.	prepared
	Employee Of The Year	Solve level 6 in levelpack 3.	implemented
	Finally	Finish a level on the fifth submit.	idea
	First	Be the first to submit a valid solution to one level (in levelpack 3).	prepared
	First Day On The Job	Solve the first level in levelpack 3.	implemented
	Imperator	Be the first to complete levelpack 3.	prepared
	I've Got The Plan	Submit a solution after 10 minutes or earlier (in levelpack 3 - submitted level must also be successfully completed).	prepared
	Let's Get Started!	Solve the first level.	implemented
	Rank 1 - Bronze	Finish levelpack 1.	implemented
	Rank 2 - Silver	Finish levelpack 2.	implemented

	Rank 3 - Gold	Finish levelpack 3.	implemented
	No Vacation	Submit solutions on five consecutive days (in levelpack 3).	prepared
	Perfectionist	Score 10 reviewer-points on a single level (in levelpack 3).	prepared
	Persistent	Open the app 10 times.	implemented
	Reviewer	Submit your first review.	prepared
	Room For Improvement	Score more reviewer-points at the next try on the same level (in levelpack 3).	prepared
	Start Over	Start a level from scratch by clicking the "Revert" button (in levelpack 3).	idea
	Supervisor	Submit your 10th review.	prepared
	Surgeon	Solve a level without reverting to the starting configuration (in levelpack 3).	idea
	Swarm Intelligence	All participants complete levelpack 3.	implemented
	Going The Whole Way	Complete one level of levelpack 4.	prepared
	United We Learn	All participants complete level 1 in levelpack 3.	implemented

	Veni Vidi Vici	Complete a level on the first submit (in levelpack 3).	prepared
	You Can Do Better	Score 5 or less reviewer-points.	idea