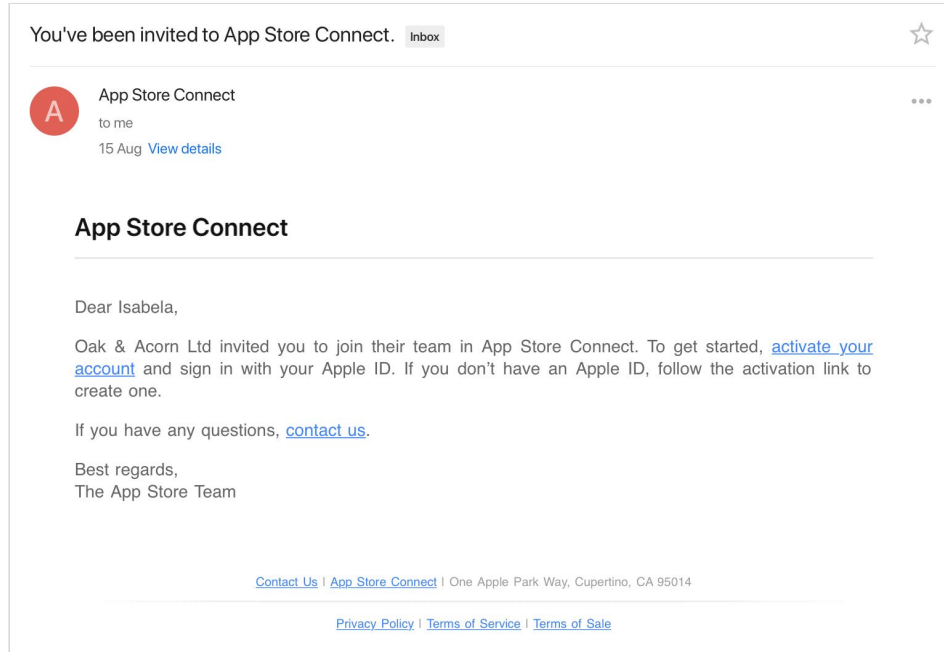# Kenji Blocks

This guideline aims to streamline the process of registering as a user, connecting and installing the beta version of the Kenji Blocks game on your iOS device and it provides a step-by-step walkthrough. Enjoy and have fun!

Install Beta version

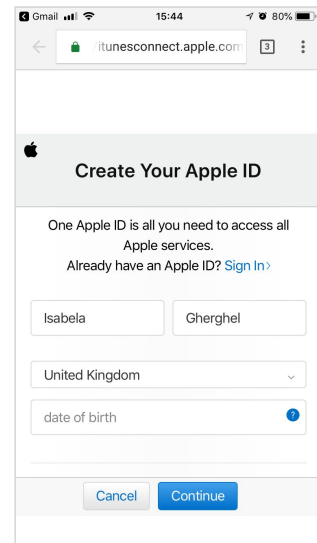To install beta apps from an invitation email on your iOS device follow the steps below.

Step 1: Open your invitation email and click on <u>activate your account</u> link.

Step 2

You will get redirected to the **itunes connect apple** page. If your **Apple ID** is the email where you received the invite, continue to Sign In.

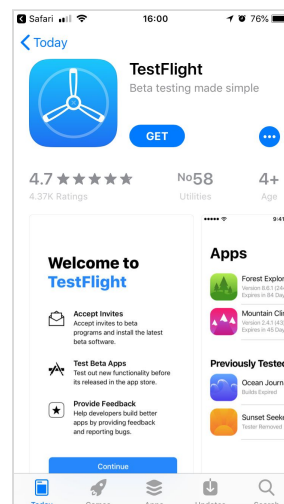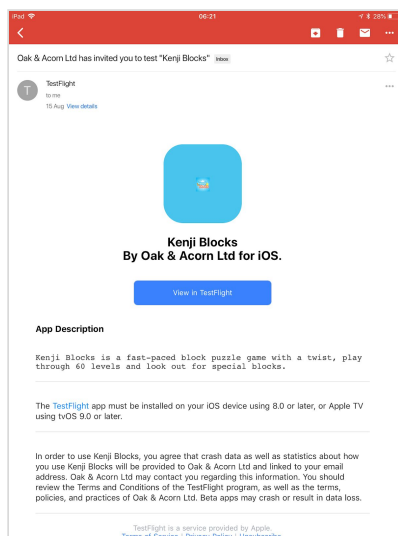Otherwise create a new Apple ID account.

Step 3

You are now logged in the App Store Connect and registered as a user/tester for the game. You will soon receive another invitation to install the KenjiBlocks app in TestFlight.

The TestFlight app allows users, based on an invitation and code, to test the apps in beta version and thus enables the game developer to collect valuable feedback before it's released on the App Store.
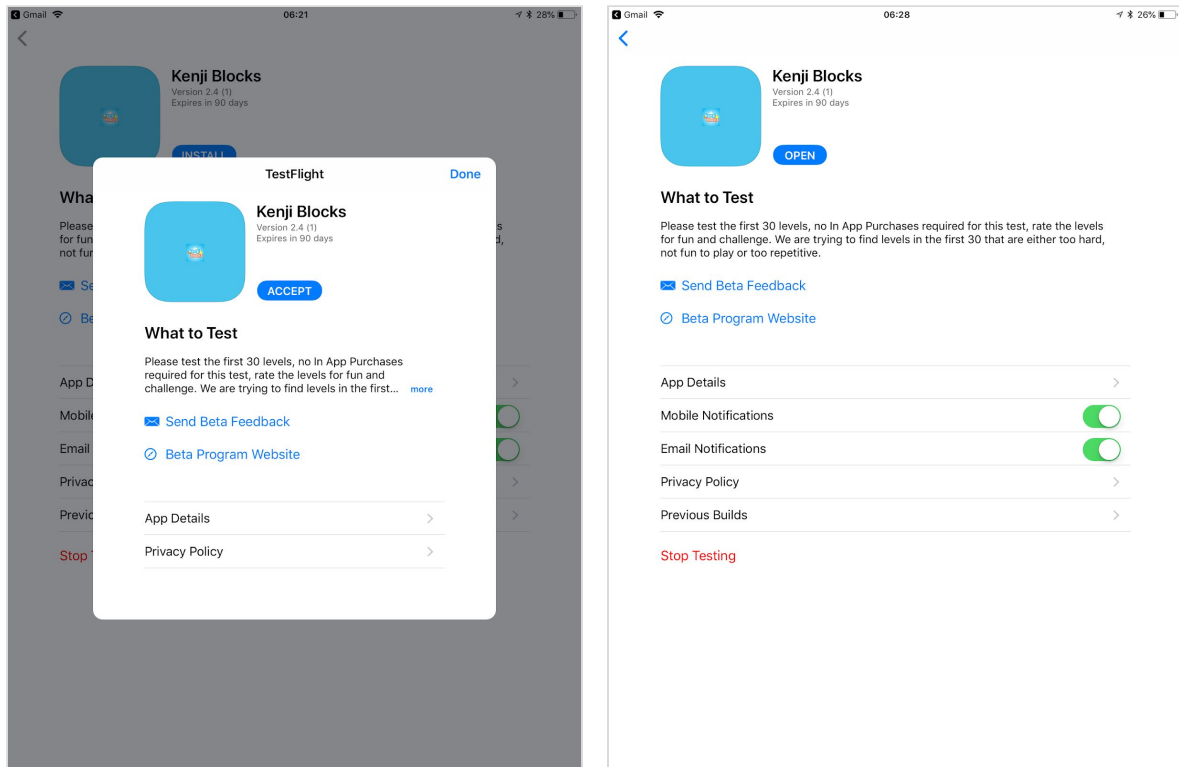
In case you don't have on your iOS device installed TestFlight continue with the next steps.
   a. Tap View in TestFlight button within the email. Open in your default browser then continue to AppStore
   b. Install TestFlight app

Step 4

Once the TestFlight App is installed clicked on Redeem. You will be redirected to Kenji Blocks app. Tap Accept and Install

Step 5

Hooray! You have now the latest build of the **Kenji Blocks** game app on your iOS device. Open the game and…..crack on with the building blocks puzzles.

Giving Feedback

To provide feedback, tap Send Feedback in the app's details page in TestFlight. The feedback email contains detailed information about the app and about your iOS device. You should also provide additional information, such as necessary screenshots and steps required to reproduce any issues.

After Testing

When the test period is over, you will no longer be able to open the beta build. To install the public version of the app, download or purchase the app from the App Store. In-app purchases are free only during beta testing, and any in-app purchases made during testing will not carry over to public versions.