

Game Evaluation Questions

Overall game

- What's your overall impression of this game?
 - The game is so cute!
- Do you think the game is fun or enjoyable?
 - It's a game to challenge yourself.

Key element / rules

- Is the key element of the game (fishing) clear to you?
 - Yeah it's clear to me.
- Are the game rules clear and easy to understand?
 - Didn't really look into the rules when I started the game so I don't know how to cast the rod.
- Do you notice that different kinds of fish are allocated with different scores? Do you think it's intuitive or better to specifically tell you before the game?
 - Yeah I noticed, but I don't think it's important whether you tell the user before the game cause after you caught two fishes you would know the rules.
- Do you know the detection radius of fish (probably need explanation) changes with levels?
 - I don't really know about that.

Game playing

- Is it challenging to catch the fish?
 - Yeah it is challenging, for me it's more like a game of chance.
- What do you feel about the rod casting? Is it easy to control?
 - A bit difficult to control.
- Did you make any mistake while playing the game?
 - Does falling off the iceberg count?
- Is it easy to recover from the mistake?
 - I would say it's pretty easy.
- Do you feel more confident to catch fish during the game play?
 - No, it's more like a game of luck.
- Do you think the character is easy to control and interaction is smooth?
 - I mean the character is easy to control but not for the fishing rod. It's quite hard for me to control the distance.

Tutorial

- What do you think about tutorial level?
 - Easy and clear.
- Do you think it's a good way to teach you about this game?

- Yes
- Does the tutorial teach you enough skills / rules to proceed with the game?
 - Yes, but still not easy to control. Maybe part of it is my problem.

Level and difficulty

- Do you feel the game is challenging for you?
 - Yes
- What do you think about the difficulty of each level?
 - I would say it's pretty hard. I tried multiple times for level 2 and 3 (more than 10 times).
- Any level you think would be better if making it easier / harder?
 - Please make all the levels easier, especially for level 2!
- How's the time limit for each level?
 - It's too short for level 3, cause you need to find the fish first and then try to catch them but within even less time compared with level 1 and 2.
- Which do you think is harder between catching fish and running out of time?
 - Catching the fish is harder

UI

- Do you like the interface of this game? If yes, which aspect of it specifically?
 - Really love the interface!!! The game icon is cute, the overall style is cute, the whole game is cute! (even though the fishing rod is a bit crude) Oh I love the music as well.
- What do you think about the main menu and level selection UI? Is it clear and easy to understand?
 - Yes, easy to understand.
- What do you feel about the button layout in each level?
 - Easy to use and very clear.
- Is the return button at the upper right corner confusing?
 - Not at all.
- Do you think the return button should be integrated within the resume pop up window?
 - Actually I didn't think of that, but it may be a great idea though.

Experience

- What do you feel after playing the game?
 - Still pretty nice after all.
- Did you have fun with this game?
 - Yes
- Does it give you a satisfying feeling of accomplishment when you complete the game?
 - Yes, certainly. Harder the game is, the more satisfied I am.