Game evaluation problem

Overall game

● What is your overall impression of this game? **The screen is refreshing and concise , and the operating experience needs to be improved**

● Do you think the game is interesting? **still alright**

Key elements / rules

● Do you know the key elements of the game (fishing)? **Yes**

● Are the game rules clear and easy to understand? **Yes**

● Have you noticed that different kinds of fish are assigned different points? Do you think it is better to tell you clearly before the game? **It is clearly marked better**

● Do you know that the detection radius of fish (which may require explanation) changes with level ? **Probably know**

Gameplay

●Is it challenging to catch fish? **The following levels are somewhat challenging**

●How do you feel about bar casting? Is it easy to control? **Not particularly easy to control, it's better to have a charged progress bar**

● Have you made any mistakes while playing the game? **Yes**

●Is it easy to recover from errors? **Yes**

● Are you more confident to catch fish in the game? **Yes**

● Do you think the characters are easy to control and interact smoothly? **Yes**

explain

● What is your opinion on the tutorial level? **The tutorial is concise, you can understand the game operation mode**

● Do you think this is a good way to teach you about this game? **Yes**

● Does the tutorial teach you enough skills / rules to continue the game? **Yes**

Level and difficulty

● What do you think of the game has your challenge it? **A certain challenge**

● How do you see the difficulty of each level? **The revised Level2 and level3 difficulty similar**

● If you think it's easier / easier, which level do you think would be better? **Level1**

●What is the time limit for each level? **The current time limit is more appropriate**

● Which one do you think is more difficult between catching fish and running out of time? **Catch fish**

User Interface

● Do you like the interface of this game? If so, which aspect? **I like it more, the interface is simple and consistent with the theme**

● What do you think of the main menu and level selection UI ? Is it clear and understandable? **Clear and understandable structure**

● What is your opinion on the button layout of each level? **More appropriate**

●Is the back button in the upper right corner confusing? **no**

● Do you think the back button should be integrated in the resume pop-up window? **The current layout is more appropriate**

experience

● How do you feel after playing the game? **More like a flash game , the operation details need to be improved**

● Do you have fun playing this game? **Acceptable**

● When completing the game, does it bring you a satisfying sense of accomplishment? **Acceptable**