Game Evaluation Questions

Overall game
- What's your overall impression of this game?
  since this game was completed by a group of bachelor degree student, it's quality
  was beyond my expectation. Some flaws are understandable. The overall quality is
  good
- Do you think the game is fun or enjoyable?
  For the beginner guide and the first island challenge, I would say yes, at least
  playable. Despite the gameplay was quite out-dated? Maybe? I still found the
  experience was quite enjoyable. However, when i moved on to the iceberg challenge,
  it was too difficult for me. As a result of that, all of the flaws was amplified. At that
  point of time, it was really difficult for me to say this game is enjoyable.

Key element / rules
- Is the key element of the game (fishing) clear to you?
  very clear
- Are the game rules clear and easy to understand?
  very straight forward
- 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?
  barely noticed after Hans gave me a hint
  I think mention this before I start to play would be great
- Do you know the detection radius of fish (probably need explanation) changes with
  levels?
  No I didn't. Besides, I think the detection radius of fish is too small (in all level)

Game playing
- Is it challenging to catch the fish?
  yes
- What do you feel about the rod casting? Is it easy to control?
  Acceptable but can do better.
- Did you make any mistake while playing the game?
  don't understand the meaning of this question. I made mistakes all the time.
- Is it easy to recover from the mistake?
  Not easy. The movement of the fish is random and quite fast. The movement of the
  rod takes time and hard to control. The detection range of fish was too small.
- Do you feel more confident to catch fish during the game play?
  at first yes. Iceberg no
- Do you think the character is easy to control and interaction is smooth?
  yes

Tutorial
- What do you think about tutorial level?
  Just right
- Do you think it's a good way to teach you about this game?
  absolutely
- Does the tutorial teach you enough skills / rules to proceed with the game?

Not quite enough

Level and difficulty
- Do you feel the game is challenging for you?
  yes
- What do you think about the difficulty of each level?
  good, good, too difficult, don't know
- Any level you think would be better if making it easier / harder?
  iceBerg easier
- How's the time limit for each level?
  OK
- Which do you think is harder between catching fish and running out of time?
  I don't understand the meaning of this question

UI
- Do you like the interface of this game? If yes, which aspect of it specifically?
  yes, simple and straightforward, needed the developer to explain）
- What do you think about the main menu and level selection UI? Is it clear and easy to understand?
  yes
- What do you feel about the button layout in each level?
  Ok
- Is the return button at the upper right corner confusing?
  the position is ok but maybe in different form (For example, put return on it)
- Do you think the return button should be integrated within the resume pop up window?
  not necessary

Experience
- What do you feel after playing the game?
  Anxious
- Did you have fun with this game?
  at first yes.
- Does it give you a satisfying feeling of accomplishment when you complete the game?
  not obvious, because I didn't complete