

## Game Evaluation Questions

### Overall game

- What's your overall impression of this game?
  - Well built prototype game, simple game play but polish
- Do you think the game is fun or enjoyable?
  - Moderately enjoyable but lacks depth

### Key element / rules

- Is the key element of the game (fishing) clear to you?
  - Catching fish, by gauging cast distance
- Are the game rules clear and easy to understand?
  - Yea
- Do you notice that different kinds of fish are allocated with different scores?
  - Yes, does not think it needs to be explicitly said
- Do you know the detection radius of fish (probably need explanation) changes with levels?
  - No, (detection radius was really small and hard)

### Game playing

- Is it challenging to catch the fish?
  - Yes,(when detection was small)
- What do you feel about the rod casting? Is it easy to control?
  - No, when i can see the fish, but else no i find it hard to cast blind
- Did you make any mistake while playing the game?
  - Nothing noteworthy
- Is it easy to recover from the mistake?
  - N/A
- Do you feel more confident to catch fish during the game play?
  - Yes, but marginally
- Do you think the character is easy to control and interaction is smooth?
  - Yes, it is smooth

### Tutorial

- What do you think about tutorial level?
  - That one is well done, but a bit jumpy with the pop ups.
- 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, i proceed fine, but a hint about the screen being landscape so casting horizontally is more beneficial

### Level and difficulty

- Do you feel the game is challenging for you?

- Yes, i found it difficult to complete the ice level,
  - The ice levels elevation is throwing me off,
- What do you think about the difficulty of each level?
  - Not linear at all,
  - 1st level is a good difficulty for, ice level was impossible, night level felt like first level but more difficult to see fish.
- Any level you think would be better if making it easier / harder?
- How's the time limit for each level?
  - It is a good amount of time

## UI

- Do you like the interface of this game? If yes, which aspect of it specifically?
  - Yes, it is consistent
- What do you think about the main menu and level selection UI? Is it clear and easy to understand?
  - It is gorgeous
- What do you feel about the button layout in each level?
  - Sensible
- Is the return button at the upper right corner confusing?
  - The symbol was confusing, (home button?)
- Do you think the return button should be integrated within the resume pop up window?
  - No but home icon

## Experience

- What do you feel after playing the game?
  - Tense
- Did you have fun with this game?
  - Yeah, had fun with 1st level and last level
- Does it give you a satisfying feeling of accomplishment when you complete the game?
  - I feel accomplished, because i fail then succeed, so I think failing the first level once and then winning makes it more fun, but only if I can come back to it and try a new method

Making the fish sparser does not make it funner

Reeling it back in at a moderate speed, to catch fish when coming back in.

Found grey fish boring