

Millies

Game Evaluation Questions

Overall game

- What's your overall impression of this game?
 - Pretty good
- Do you think the game is fun or enjoyable?
 - Was fun,
 - Irritated that fish didn't come to the hook even when really close

Key element / rules

- Is the key element of the game (fishing) clear to you?
 - Catching fish
- Are the game rules clear and easy to understand?
 - Yes
- Do you notice that different kinds of fish are allocated with different scores?
 - Yes
- Do you know the detection radius of fish (probably need explanation) changes with levels?
 - No, could not catch fish on any level reliably(bug?)
- Do you think big fish and small fish should have different detection radius?
 - Yes
- Do you expect the detection radius for each level to change?
 - No

Game playing

- Is it challenging to catch the fish?
 - Yes, they wouldn't come reliably, so even a good cast didn't stick and then got frustrated as then what to do.
- What do you feel about the rod casting? Is it easy to control?
 - Yes, but didn't really use the moving in the air feature.
- Did you make any mistake while playing the game?
 - Just clicking and the rod not casting far.
- Is it easy to recover from the mistake?
 - Yes, just reel it back in
- Do you feel more confident to catch fish during the game play?
 - Yes, big improvement in skill level
- Do you think the character is easy to control and interaction is smooth?
 - Wouldn't say ultra smooth,

Tutorial

- What do you think about tutorial level?

- Fine
- Do you think it's a good way to teach you about this game?
 - Didn't notice the hold down part -> bold the hold down
- Does the tutorial teach you enough skills / rules to proceed with the game?
 - Didn't think that slipping off would cause a respawn -> suggestion to have becareful to not fall off text

Level and difficulty

- Do you feel the game is challenging for you?
 - Yes, thinks level 3 is easier than level 2 and wants it to be level 3
- What do you think about the difficulty of each level?
 - Level 1 is fine, level 2 is too hard for a level 2, level 3 is just way to easy
- Any level you think would be better if making it easier / harder?
- How's the time limit for each level?
 - Is happy with it changing for each level
- Which do you think is harder between catching fish and running out of time?
 - Catching fishing

UI

- Do you like the interface of this game? If yes, which aspect of it specifically?
 - Yes, Loves the transitions. Nothing stuck that was bad in the UI.
- What do you think about the main manu and level selection UI? Is it clear and easy to understand?
 - Yes, but was confused with Level 0 and Instructions, (then saw it was the tutorial and thinks Level 0 should be name tutorial)did it with out blinking.
- What do you feel about the button layout in each level?
- Is the return button at the upper right corner confusing?
 - Yes, thought it would be in the pause menu.
- Do you think the return button should be integrated within the resume pop up window?
 - Yes, thinks it would be in the top left with a home image.
- What do you think about instructions menu?
 - Thinks it should be removed completely
 - Settings button would even it out

Experience

- What do you feel after playing the game?
 - Fine, felt engaged the whole time.
- Did you have fun with this game?
 - Yes, would play it herself on her phone
- Does it give you a satisfying feeling of accomplishment when you complete the game?
 - Yes