

Problems found

- Fish spinning when got caught
- Some fish is too far away
- Too hard to catch fish
- “retry” is out of the box
- powering up is not very clear, should give clearer information
- Move-in the air is not enough (too small)
- The icon button is hard to click, only the text is effective (highlighted only when hovering on the text, but should be the whole button)
- Need more fish for level 2
- The character cannot walk into the water, which is not consistent with level 2
- The fishing line is so fake, need to be curved when the direction is changed in the air
- The background music is so sudden, move from the scene to the menu
- Tutorial “let’s go catch that fish”, not necessarily that fish (misleading)
- Limited viewing angle, hardly see the fish, feel frustrating
- The range to triggerfish is too small
- The player waits when they reached the score because there is no instruction to say you can make a high score, they wait to end the level when reaching the pre-set score.
- “Retry” and “Resume” all start with “Re” and players are more likely to subconsciously click the icon on the left, and they are similar at a glance, so misclick may ruin the game, better to have “Resume” on the left and change “Retry” to “Try again”

Suggestions

- Show energy bar
- Better to have the hook move in the water
- Different fish needed

- Every instruction should have a button like “got it” to pass, it is very easy to unintentionally skip some instructions
- Penalty when falling into water/ fall off the cliff (decrease the score/ move slower?)
- Bonus score for exceeding the pre-set goal
- Walking sound should be different on the snow/ice/beach