Game Evaluation Questions

Overall game
- What's your overall impression of this game?
    - It feels good overall, but it's really hard to find fish in level 3.
- Do you think the game is fun or enjoyable?
    - Fun but not enjoyable. It's really interesting and to be honest I'm a bit addicted to the game. Still it's so hard!

Key element / rules
- Is the key element of the game (fishing) clear to you?
    - It's clear, however the instruction about fishing rod is too short in the tutorial and I don't have enough time to go through it. Maybe it can stay longer on the screen.
- Are the game rules clear and easy to understand?
    - Yes but they disappear really quickly.
- 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?
    - I noticed of that but I prefer telling me specifically before the game.
- Do you know the detection radius of fish (probably need explanation) changes with levels?
    - I'm not aware of that.

Game playing
- Is it challenging to catch the fish?
    - It is very challenging, at least for me.
- What do you feel about the rod casting? Is it easy to control?
    - It's easy to control the rod casting. But I don't know the control over distance until later.
- Did you make any mistake while playing the game?
    - I think falling off the iceberg could count as a mistake.
- Is it easy to recover from the mistake?
    - Yeah, it's okay.
- Do you feel more confident to catch fish during the game play?
    - Frankly, not at all!
- Do you think the character is easy to control and interaction is smooth?
    - Feels like the movement speed is a bit fast and easy to fall off for level 2.

Tutorial
- What do you think about tutorial level?
    - Still I think I skip over some instructions but I don't know whether it's because I click somewhere or the time is set too short.
- Do you think it's a good way to teach you about this game?

- ○ Yeah.
- Does the tutorial teach you enough skills / rules to proceed with the game?
  - ○ It would be a good idea to add some more detailed instructions. Some of them could be placed elsewhere and could be triggered as hidden tips.

Level and difficulty

- Do you feel the game is challenging for you?
  - ○ It's okay overall.
- What do you think about the difficulty of each level?
  - ○ Level 2 is a bit hard for me.
- Any level you think would be better if making it easier / harder?
  - ○ Please make level 2 easier and make level 3 harder.
- How's the time limit for each level?
  - ○ Should give more time for all levels.
- Which do you think is harder between catching fish and running out of time?
  - ○ Running out of time

UI

- Do you like the interface of this game? If yes, which aspect of it specifically?
  - ○ I love the interface of the game, it's pretty clean and easy to understand. Good choice with colour as well.
- What do you think about the main menu and level selection UI? Is it clear and easy to understand?
  - ○ Yeah it's clear but maybe a bit too flat, I prefer some 3D effect elements for UI.
- What do you feel about the button layout in each level?
  - ○ Maybe try to use some different colours indicating the function of certain buttons, for example the return button could be made with red or something to make it more clear and avoid clicking it accidently.
- Is the return button at the upper right corner confusing?
  - ○ No, it's alright.
- Do you think the return button should be integrated within the resume pop up window?
  - ○ I personally like how they are at the moment.

Experience

- What do you feel after playing the game?
  - ○ It's better to have a winning scene to congratulate the players for completing the whole game.
- Did you have fun with this game?
  - ○ It's really annoying when you can't catch the fish, but other than that it's interesting.
- Does it give you a satisfying feeling of accomplishment when you complete the game?
  - ○ Yes of course, after torturing me for so long…