

## Game Evaluation Questions

(Interview)

Overall game

- What's your overall impression of this game?
  - A very nice and pleasant game to play – compact simple and easy to understand
- Do you think the game is fun or enjoyable?
  - Yes. I wanted to beat my high score.

Key element / rules

- Is the key element of the game (fishing) clear to you?
  - Yes
- Are the game rules clear and easy to understand?
  - Yes
- 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, however based off the fish icon counter, I initially believed that it represented the 'number' of fish caught, rather than fish 'points'
  - I do not think the game has to tell the player before the game
- Do you know the detection radius of fish (probably need explanation) changes with levels?
  - No – I wasn't sure whether the detection radius was the same to a fish looking at the hook or whether it was facing away from it

Game playing

- Is it challenging to catch the fish?
  - Yes and no
- What do you feel about the rod casting? Is it easy to control?
  - Was easy to learn, harder to control. From game play I would not really have realised that you could move the hook mid-air (especially forward and back)
- Did you make any mistake while playing the game?
  - Yes. I fell into the water in the ice level.
- Is it easy to recover from the mistake?
  - I drowned and spawned again :(
- Do you feel more confident to catch fish during the game play?
  - Yes. More gameplay helps.
- Do you think the character is easy to control and interaction is smooth?
  - Character is relatively easy to control – interaction is quite smooth

Tutorial

- What do you think about tutorial level?
  - Buggy
  - I thought that the first screen presented to the player would be the objective – to catch the fish
  - Then we would be shown how to manipulate the fishing rod in order to get it

Level and difficulty

- Do you feel the game is challenging for you?
  - No
- What do you think about the difficulty of each level?
  - Well-matched – didn't fail first go
  - Same amount of difficulty with each level – maybe get harder with higher levels/make first level easier

#### UI

- Do you like the interface of this game? If yes, which aspect of it specifically?
  - Yes, very cute – good colour choices and theme
- What do you think about the main menu and level selection UI? Is it clear and easy to understand?
  - Intuitive and easy to understand
- Is the return button at the upper right corner confusing?
  - Slightly – could implement in pause menu
- Do you think the return button should be integrated within the resume pop up window?
  - Yes

#### Experience

- What do you feel after playing the game?
  - Want to beat high score
- Did you have fun with this game?
  - Yes
- Does it give you a satisfying feeling of accomplishment when you complete the game?
  - Need more levels to do that ;)

#### Suggestions:

- falling off the ice could be interpreted as a glitch for a new player, maybe explain it at the start of the level
- cursor to see where the hook will land instead of line?