

## Interviewee:

Thomas Hammer, male, age 18, plays games

## Main Menu:

First thing he did was press the instructions button and read the instructions.

Was confused why level 1 was unlocked already. (renaming level 0 as tutorial would probably fix this confusion)

## Tutorial:

Player kept walking a tiny bit even when stopped pressing down the key. (May have been laggy computer?)

Thought that he had to get that specific fish

Didn't hear fish bite.

Expected to wait for a **visual cue** for bite.

when the "pro tip" came up he clicked, thinking that would make the text go away but then he missed the whole tutorial on moving mid air

Thought that the decoration shell in the water was a fish (will probably need to remove the decoration)

## Level 1:

Was like "oh shit there's a time limit"

Seemed to enjoy being under pressure as apparently "it requires skill"

Only just scraped by the first level.

## Level 2:

was a bit shocked that you could fall off

mild frustration when the hook goes near the fish but the fish does not come

Did not fall off any more times

Took 2 tries to complete

## Level 3:

Thought that there was no fish, but then got really excited when he saw a big one

Took 2 tries to complete night level

Was proud of himself that he got 9/6 – he caught a big one at the very last second

## Notes:

- Falling off ice was strange but he got used to it. He assumed he would not be able to walk off it. However does not think that the player should be punished for falling off, he thinks it is fine as is.
- Thinks that the water opacity should be explained at the start of the level, as well as falling off the iceberg.
- expected fish not to bite immediately, like he would have to wait for something.

## SUGGESTIONS:

- Add different behaviours to each fish e.g a really speedy fish (would need to explain in tutorial)
- rainbow fish

