Playtesting Feedback - Sprint 6

Players Liked

* Artwork for the fish
* Art style
* The impact that I had on the other player
* Art style and the challenge of not touching a jellyfish
* The concept of the game and the artwork
* Competition and being able to destroy my opponent
* theme
* UI

Players Disliked

* The main menu was confusing as it was mirrored on both sides
* Menu was not very clear
* The controls were not consistent
* Fish were swimming backwards, game was difficult to control
* Whoever taps the fastest has total control over the game
* Sometimes me and my opponent would just spam the screen which wasn't very fun

Player Suggestions

* Make it clearer so that the player knows what to do when playing
* Let players interrupt their opponents rod
* Clearer feedback when touching a jellyfish
* Fix the issue with spamming
* Add music and have some sort of visual feedback for hooking jellyfish
* More obvious indication that players can move the other players line when reeling in
* Fancy effects and visual rewards when hitting a fish or jellyfish

Bugs Encountered

* Not turn based, no touch boundary so can control players turn

Emotions recognised

* Confusion - furrowed brow, shrugging (aside from asking us what to do)
* Frustration - sighing when opponent took their turn, shaking their heads