

User Testing

Game v1:

No testing was conducted

Game v2:

Tester 1:

Pros:

- *Collections feature is very fun*
- *Pretty bg and assets, looks nice*
- *Runs well, no lag or anything*

Cons:

- *Tutorial was easy to miss*
- *Both fish and rocks were a little hard to catch properly, the rocks were too easy to miss so the game was maybe a little too easy*
- *The back button is a little hard to figure out what the icon is for, not very clear*

Overall pretty fun low stress game that I can kinda chill too.

May need some balancing and a bit of UI tweaks

My possible solutions:

- Tutorial could be forced for players to see the first time they hit “play” on a new save.
- The net could be wider, but keep the whole asset the same height so they can still catch the low fish.
- The number of rocks could increase as time progresses, making it harder to net a fish if there are lots of rocks around
- Back button icon should have text above it saying “Back”. Removing the white surrounds and filling it black to make it stand out, would also help.

Tester 2:

Pros:

- *Like the tutorial, easy to understand*
- *The fish jumping out of the water looks really cool*
- *Catching a big group of fish in one sweep is really satisfying*

Cons:

- *Hard to hit the fish with the net, doesn't always connect*
- *Fish and rocks floated for too long sometimes on top of each other making it seem really hard to get some fish sometimes*
- *Wish there was some feedback when catching a fish like just a simple +1 above the fish or something.*

My possible solutions:

- As with the last set of solutions, I could widen the net area
- Fix the bug I have listed in the GitHub issues about [fish gravity](#), since that would also solve this problem
- I could implement the “+1” from the tutorial into the main game. Also making the fish shrink into the net could add some needed feedback

Tester 3:

Pros:

- *It's like fruit ninja*
- *It's chill*
- *Fish actually jumping out of water is neat with splash effects*

Cons:

- *Hit detection isn't quite right*
- *Can't get bottom fish cause you can't get net under them*
- *Fish should be able to fall into net without it moving*

My possible solutions:

- Again, make the net wider. This would be the first thing I should fix out of anything
- Adjust the lowest fish jump height to be above the net-to-touch position offset, ensuring every single object is able to be netted
- I could complete a check if the fish has moved downwards for 1 frame and is colliding, to net them