Breathing exercises have been shown to have multiple benefits for children with Attention Deficit Hyperactivity Disorder (ADHD). However, these children can have issues retaining attention to such an exercise. In this paper we present a study of ChillFish, a respiration game for children with ADHD. Our findings show tendencies that the game works in terms of having a calming effect. However, the study also highlighted issues of evaluating biofeedback games with children with ADHD that are not present when evaluating with adults. This work presents an iteration in the ChillFish development cycle that will hopefully result in a stable system that can assist children with ADHD in their everyday life.