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| Describe how much the goals and motivations of the PC appear clear and compelling to you. |
| The small cut scene at the beginning of the game really helped cement the motivation for moving forward. I found that having the instructions on how to play info dumped on the screen was a huge immersion breaker for me, and had me quickly forgetting the prior bit of plot that was revealed to me. It may have been a bit more successful if the story continued into gameplay a bit more, like having the player play through a short sequence of garb's climbing out of the garbage and making their way to the door, and slowly introducing each tutorial element through exploration.  I was also a bit thrown off by the significance of the cameras, I know it was likely mentioned in that tutorial page but to be honest- when faced with a wall of text with the interest of getting to the gameplay, I didn't sit around to read for very long and likely missed it.  Past the first starting challenges, I really felt that the puzzles were fun, and I was motivated to continue exploring. |
| GARB's goals are pretty clear - to go outside. How GARB has a concept of outside (yes, they see the picture, but how do they know that's "outside"?) is another story.  What is "outside" to GARB? Why do they desire to go there? The goal is clear, but the motivation isn't apparent. Even if you just had some longing staring and hearts in the first little cutscene as GARB looked at the image would clarify motivation - they want to go outside because they love outside. |
| The player character is very cute, which automatically makes me like the character. The goal is incredibly clear, if the purpose as to why is unknown. |
| I like the simple character that is the GAR-8 bot that just wishes to visit the outside world. I'm not sure how it comprehends that, but it's fun. |
| It was clear to me - you wanted to escape |
| They were very clear because Garb kept saying 'Outside!'. I don't think it was that compelling (opinion question btw) because it could have been a malfunctioning droid, not worth the interest in the doctor thinking he met a sentient robot. |
| The goals were clear. From the opening sequence, I knew the motivation of Garb (to go outside!) and it was pretty compelling as Garb acts/is drawn really adorable and the scientists . If there was one thing I would want more fleshed out, is maybe a drawing at the beginning of Garb in the trashcan, as it would make it clear that you are indeed stuck in a garbage can (I think right now it goes straight from a drawing of someone throwing him into the trash, to actual game play). |
| The goals and motivations of the PC is very clear and it seems to be very compelling at first. However, during the second part of the first level, I lost my motivation completely because the game is too hard for me and I think there's a lack of guidance as in which path to take, given the fact the first level is a tutorial. Moreover, the game crashes at the end and it didn't auto save, makes me sad and I lost my motivation. |
| The player character Garb was a compelling character with his goal to go outside. He repeats this many times to make it obvious this is the goal which is good. |
| The goals and motivations are pretty clear. I can see that GAR-8 is not like the other robots, and desires to go "outside", but is thrown away instead for being supposedly defective. It is not clear though how he intends to get outside, as the transition from the opening scene to the game do not give clear context as to what GAR-8 will do after he is thrown away (this is seen only in the page that explains the controls). Also, the player knows that GAR-8 wants to leave the facility, but the player does not know what motivates him to want to leave, why outside is so compelling, or even why he is different than the other robots. |
| The goal of getting outside seems clear enough, but the motivations of why outside is vague. The robot is just malfunctioned? there has to be something more than that. Not much is given aside from that |
| They seemed really sweet and easy to like. I guess they were compelling. But only very simply, I feel like i could learn to love and adore this sweet character if there was more opportunity to get to know him (akin to wall-e). But what we know about garb is so limited that its hard to get a sense of purpose from the story because i can in no way related to them. |
| I found the motivations interesting although you are thrown into the world and all you know is that you want to go outside, for some reason although it is not said i think it could be beneficial for this to be explained. |
| Seeing as I can only say "Outside," it is very clear what I'm trying to do. I never questioned why I was doing something - it all made sense, given the logic the game presented. |
| I found the goals for Garb to escape the complex understandable and clear. |
| This game is fun, I was fully motivated. If there is no that FATAL ERROR bug then I would finish it even it take me a lot of time solving the puzzle. |
| The goal of Garb was simple: Outside!  The PC's goal is incredibly simple but incredibly compelling. I really wanted to know what happens next and was compelled to keep playing to find out what happened.  Unfortunately, there is a bug in your game that breaks it and makes it impossible to win. I was very disappointed by this. |
| The goals and motivations of the PC are very clear- the game is laid out in a way that clearly maps out its objectives and it also allows for the player to make creative choices about the ways in which they engage with the map. It is compelling because the amount of choice in how a player chooses to navigate the level allows for a great deal of creativity and this keeps things interesting throughout. |
| The only thing I knew as to get out for the trash can robot. |
| The over all goal of the level - to get to the exit door - was clear, however in the in between was not always explained. |
| I would say the goals of the PC are virtually non-existent. There's a little exposition during the intro, but after that, I have no idea what the PC wants. Does it want to meet new people? Does it want to be the best garbage can it can be? There is nothing to denote character motivations. |
| The PC's goal is simple, straightforward and innocent. It fits the game well and is clear. |
| The goals are very clear. A story is set from the beginning that explains who you are playing and what your motivations are. The controls to the game were also explained from the very beginning which I feel solidified the story and allowed me as a player to really get into it. |
| The goals of the PC are directly laid out for the player. Garb wants to get outside. There is never really any doubt about that |
| The goals and motivations of the PC are clearly stated through the cutscenes of the background information of what happen to GARB and in the control screen, your goal of escaping the facility is clearly written for the player to see. With a strong narrative, the story, goals, and motivations are very compelling and strongly inter knitted. |
| The goals and the motivations of the PC are actually fairly compelling to me in this case. The PC is a discarded robot that wants to escape its callous and uncaring creators and get to the outside world. I can sympathize with its position. If I were thrown into the trash because I didn't please my creators enough, or disappointed them somehow, wouldn't I want to find freedom and make an existence for myself? |
| The goals and motivations are clear as long as we have played about 5 mins. The cameras and guards light up our way to the next level. |
| The into art, showed the motivations and goals of Garb very clearly right from the begin. He wants to go outside and that makes him defective for a garbage machine. So they leave him on the fourth floor and he has to break out. |
| At the beginning of the game, it was really interesting. But I still has questions about what the paper balls can do, until I used the paper balls to avoid the guard. However, at the beginning of the game, I didn't really know where to go. That took me about 1 minute to try every thing in a small room. The difficulty increasing at an acceptable pace. But it is a little bit repetitive and leaded me out of patience. It spent me about 10 minutes to pass one of its level which also drop my interests to the game. Therefore, overall, I would like to say the game is really compelling at the beginning of the game, but it decreased when the game play getting more and more repetitive. |