User Feedback Notes – 30/04/19

Which parts of the environment were most successful:

* Players said that the natural sound effects made them feel relaxed and tranquil, particularly the water sounds
* Players liked having the single large cherry blossom tree overlooking the pond in the centre, gives the player a main feature to focus on
* Liked the luminous aspects, could add more elements of luminosity as the flowers are currently quite subtle
* Players said that the environment being a small enclosed area makes them curious, as if they’ve discovered something secret
* When asked about the time of day setting, players said that they liked that it was a sunset as it made the area look more beautiful and allowed for the luminous flowers to show without the being completely dark

Things that could be improved:

* Some parts of the environment are plain, not much to look at further away from the pond as everything is centred in the middle near the pond – could add plants and flowers in the surrounding area too
* Could make the cherry blossom tree slightly larger so it stands out because it is the centre of attention
* Trees could be made bigger as the player feels tall in comparison
* Pond is quite shallow, could be made deeper
* The terrain is quite flat, could make the edges more hilly to make the area feel more enclosed
* There could be more plants around the pond and in the pond (such as water lilies), as this would draw more attention here and give the player more to look at
* Some of the trees currently don’t have shadows
* May be nice to have the player closer to the pond as when they turn around there is nothing behind them. Could place some trees or flowers behind the player so they have something to look at no matter which direction they are facing
* The water in the pond is quite dark and murky and may look better if it is slightly more blue and transparent