# Procedure Ideation

The goal of this assignment is to develop a plan for your 2-4 procedures. This document guides you through a series of heuristics, i.e., a set of guiding prompts and questions, to consider the details of the scenarios, goals, and tasks that will inform your writing.

Copy this document to your Google Drive. Then, follow the instructions within each section. When you have completed it, submit a PDF version of it to Moodle.

Procedures:
- Procedure 1: How to create a character and get started in Stardew Valley
- Procedure 2: Using the Stardew Valley Planner to Plot your Farm Ahead of Time
- Procedure 3: Planting and Growing Crops in Stardew Valley
- Procedure 4: How to grow Fruit Trees in Stardew Valley

# Analyzing Your Audience

In this section, follow the guiding prompts to gather up a sense about your intended audience. Typically, you should conduct user research to qualify and verify such information. But, for the purposes of this exercise, it is fine if you rely more on your particular subjectivities. The point is to craft a more defined understanding of the audience.

## Exigence: What is the occasion for these procedural instructions?

- Why are these procedural instructions necessary at this particular time and place? What issues/problems do these instructions aim to address?
    - While there are a lot of tools available to the members of this audience, these tools are not particularly well explained within the game/game adjacent content. The instructions aim to support users who are interested in starting Stardew Valley, but are not as interested in the "figure it out for yourself" model that the game employs.
- Why is this issue important right now? What is at stake, and for whom?
    - If a player is able to start the game on good standing, they can expand with more ease and efficiency. Additionally, it is difficult and requires time and in-game currency to make alterations to the initial choices of the game such as character appearance and the placement of farm buildings.

## Who is the audience?

Highlight some of the characteristics that you think might apply to the projected audience:
- Procedure 1: How to create a character and get started in Stardew Valley
- Procedure 2: Using the Stardew Valley Planner to Plot your Farm Ahead of Time
- Procedure 3: Planting and Growing Crops in Stardew Valley

- Procedure 4: How to grow Fruit Trees in Stardew Valley
- All Procedures

- Potential user (someone who's exploring the product)
- New user (someone who's getting started with the product)
- Intermediate user (someone who has used the product before)
- Experienced user (someone who's well-versed with the product)
- New professional (someone who is new to the field and probably new to your product)
- Experienced professional (someone who is an expert in the field but might be new to your product)
- Admin/Leadership
- New contributor
- Experienced contributor
- Other: [Consider a more specific actor with a more specific role to the context of your procedure. For example, a software developer, if the procedure concerned some tool/feature for developers.]

## What are the audience's goals for these procedures? Develop 4 goals.

1. Understand the basic mechanics of Stardew Valley for PC
2. Be able to recognize the consequences and rewards of their early game choices
3. Create a well crafted, and aesthetically pleasing character and farm at the beginning of the game
4. Learn how to use the farming component of the game to make income and accomplish in game goals

## What situations and reasons might have brought the readers to your document(s)?

- Starting the game for the first time and looking for tips

- Not sure if buying the game is worth it, and want to see if the mechanics of the game meet their desired difficulty level
- Want to play the game with more efficiency, but aren't sure where to start

## How might have they come to find your document?

- Looking through forum pages
- Discussing with friends in a Discord server
- Flipping through links on the wiki
- Social Media videos that utilize the document, and point their viewers to it

## What information do they already have about the product/feature?

- They have the basic story of the game
- Play through content on YouTube, Twitch, and similar platforms
- Reviews on Steam

## What are the main questions readers are likely to have?

Answer:
- How do I know which options to take/
- What choices are permanent? What can I change later on in the game?
- How am I *supposed* to be doing these actions?  Is there a more efficient way?
- How do I utilize the tools available to me?
- What do each of these options give me?

# Write Your User Scenarios

Based on the above information, write 4 scenarios that include the 4 main parts of information: Who, Motivation(s), Goal, and Important Characteristics.
- Procedure 1: How to create a character and get started in Stardew Valley
- Procedure 2: Using the Stardew Valley Planner to Plot your Farm Ahead of Time
- Procedure 3: Planting and Growing Crops in Stardew Valley
- Procedure 4: How to grow Fruit Trees in Stardew Valley

You may not write a procedure for all of the scenarios in the end, but this will help you gather a sense of how many procedures you will need to write for the major assignment.

**Scenario 1**: How to create a character and get started in Stardew Valley
Alex has just made the decision to download the game, and is creating their first save. They are overwhelmed by the amount of options available for character customization and farm type.

While they have never played Stardew Valley before, they have played other simulations and RPGs.

They aren't sure where to start, or what all the questions they are being asked mean. Their goal is to create a character that they really like, and won't have to make changes to later in the game.

They also want to be sure that they pick a farm type that fits with their aesthetics, but doesn't make the game more or less difficult to play.

**Scenario 3**: Planting and Growing Crops in Stardew Valley
Anna has never played Stardew Valley before, but has been recommended the game by friends. They are pretty new to gaming, and have never played a farming simulation game before, but have played and enjoyed a few open ended RPGs.

Their goal is to learn more about the mechanics of the game to see if Stardew Valley is an appropriate difficulty for them. They also want to see if the variability in game options, and NPC engagement is similar to the RPGs they've played in the past.

*NOT Made Into Final Procedures*
**Scenario 2**:  Using the Stardew Valley Planner
This user has played Stardew Valley in the past and they want to start playing again. However, in the years since they played last, several new farm types have been added as starting map options. The user isn't certain which type to choose and wants to explore before committing to their save. Their goal is to explore the different possible layouts and familiarize themselves with new items before starting the new save. They also want to have a good idea of how they will layout this farm.
**Scenario 4**: Growing Fruit Trees in Stardew Valley
This user has been playing the game for a bit now, and wants to start expanding their farming skills by adding in fruit trees. However, they haven't managed to get their fruit trees to grow outside, and are curious about utilizing their greenhouse as a secondary location for tree planting. Their main goal is to identify the issues they have faced with their outdoor planting, and to see if the greenhouse is a viable option.

# Analyzing Your Audience(s) Tasks

Complete one of the following tables to analyze the tasks that you will write for each user scenario. A task analysis will help you develop a better understanding of the following questions:

- How much supporting reference and conceptual information to provide
- What level of "completeness" (low, mid, high) may you need to write the steps

Remember that this is meant to be an ideation exercise—not a finished draft of the actual procedure. Yet, it should help you develop an initial rough draft.

Refer to Bellamy et al.'s discussion and example of a task analysis in Chapter 1 for support, as you move through this analysis work.

# Task Analysis for Scenario 1

Procedure 1: How to create a character and get started in Stardew Valley

| Guiding Question | Details |
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| What is the user-oriented goal?<br><br>● Do not fall into the function/feature-oriented goal. | The user wants to have a well designed character and to play on a farm that fits their personal aesthetics. |
| What tasks does the user need to perform to accomplish the goal?<br><br>● Remember tasks are not the same as goals, and tasks are not synonymous with steps.<br>● Steps are the more specific actions needed to complete a larger "high-level" task.<br>● Don't worry about sequence or the "completeness" yet. | - Choose a name for their character<br>- Choose a name for their farm<br>- Choose something to be their favorite thing<br>- Select an animal preference<br>- Select what type of farm they want<br>- Select what options their character's skin and hair<br>- Select the color of all features<br>- Choose an outfit<br>- Change the color of their outfit (if desired)<br>- (optional) Randomize their character's attributes<br>- Select game mode options |
| What are the mental and physical steps involved in each task? | **Mental**:<br>- Coming up with the naming the farm and character, and coming up with a favorite thing (random choices not available)<br>- Evaluating the colors and outfits available<br>- Reading the descriptions of the farm choices<br>**Physical**: |

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| | - Typing the names of the character<br>- Clicking through the options for outfit, skin and hairstyle, and animal preferences<br>- Operating the color slider to select the exact hue they want |
| Who performs the task? | **Audience**: All players perform this task before beginning the game. The intended audience is the<br><br>**Experience**: Their experience is limited with this particular game, but they have been told by others that their choices here will influence the rest of the game play. They are also aware that certain choices cannot be changed, and other cost in-game currency to change<br><br>**Role**: The user is the sole creator of this character and farm.<br><br>**Authority**: While there are only so many options, the user is in complete control of their choices and can create any combination of the available options. |
| When and under what conditions is the task performed? | **Requirements**: Must have the base game purchased and must be creating a new game. If they are creating a co-op game, they must be the host.<br><br>**Limitations**: There are no limits on what can be put in the entry fields, but there are a set number of skin, hair, farm, outfit, and color options available. All options are available regardless of the selected sex of the character.<br><br>**Environment**: The user is only able to interact with the farm and character creation interface. There is no preface material or non-player |

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| | character interaction involved. |
| What are the potential distractions to accomplishing the goal? | **Alternative path**: Randomizing the character options.<br><br>**Exception path**: Their computer is unable to run the game.<br><br>**Boundaries**: Issues running the game on their pc/not strong enough; poor graphics card; issues with the resolution settings |
| What does the user need to know about the task? | **Duration**: Because the user is new to the game, and is unfamiliar with these actions this task could take anywhere from 10-25 minutes to complete.<br><br>**Complexity**: While the actions themselves are not complex, there are a lot of options available to the user. Additionally, there are no clear guides provided to explain what each of the options is without manually clicking on or through them.<br><br>**Frequency**: This happens only once per game save. Users are allowed to create an infinite number of saves within the game. |
| What is the sequence of tasks or steps? | 1. Naming<br>    a. Provide a name for the character (this will be the user's name for the whole game)<br>    b. Provide a name for the farm<br>2. Select a favorite thing<br>3. Select a farm type<br>    a. Hover over the icons to learn more<br>    b. Click to select that type of farm<br>4. Select an animal of preference<br>5. Choose the character's sex |

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| | 6. Select all set appearance options<br>    a. Skin color<br>    b. Hair style<br>    c. Shirt<br>    d. Pants<br>    e. Accents<br>7. Select the color of each feature<br>    a. Choose the hue<br>    b. Choose the shade<br>    c. Choose the saturation<br>8. Alter the game options (if desired; not recommended for new players) |
| What is the expected result? | A well designed character, farm type selected, names provided, and game options set. |

# Task Analysis for Scenario 3

Procedure 3: Planting and Growing Crops in Stardew Valley

| Guiding Question | Details |
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| What is the user-oriented goal? | The user wants to be able to plant and harvest crops in stardew valley. |
| What tasks does the user need to perform to accomplish the goal? (*Don't worry about sequence or the "completeness" yet.*) | 1. Acquire tools<br>2. Till the land<br>3. Acquire seeds<br>4. Plant seeds<br>5. Water plants (daily)<br>6. Harvest |
| What are the mental and physical steps involved in each task? | **Mental**:<br>- Selecting the crops to grow based on the grow time, season, and value of the crop<br>- Deciding where to place the crops and how to arrange<br><br>**Physical**:<br>- Navigating the game using the keyboard and mouse controls |
| Who performs the task? | **Audience**: All players will complete these tasks, especially new players who have no other source of in game income. In this scenario, the player has experience with playing video games, but has never played stardew valley before.<br><br>**Experience**: The user in this scenario is an absolute beginner, and has never played the game before. |

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| | **Role**: In this scenario, the user is playing in solo mode and thus is the only person in control of planting the crops.<br><br>**Authority**: As long as the player has access to the seeds, and it is the correct season they have the authority to plant the crops. There is no approval process. |
| When and under what conditions is the task performed? | **Requirements**: The user must have the funds to purchase seeds, and the energy to do all of the actions. Additionally, it must be the correct season to plant the crops that they wish to grow.<br><br>**Limitations**: The user is limited by the season, their savings, and the season in the game. Additionally, they are limited by the time that the crop takes to grow. While they can plant at any time, the crop will die before the user can harvest if there are not enough days left in the season.<br><br>**Environment**: The user must interact with NPCs to acquire the necessary materials for planting, but all other tasks are completed independently. |
| What are the potential distractions to accomplishing the goal? | **Alternative path**: The user may decide to not plant crops that season, and instead raise animals only. They could also choose to mine for profits rather than grow plants.<br><br>**Exception path**: The user does not have access to the amount of funds needed initially.<br><br>**Boundaries**: Able to run the game on their computer, can access the needed seeds, need to remember to water the plants daily for them to continue to grow on time |
| What does the user need to | **Duration**: The planting phase will take 5-10 minutes depending on the |

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| know about the task? | number of crops being planted. Grow times vary depending on the crop, but are 3-28 in game days which are each 14-18 minutes long depending on other in-game factors.<br><br>**Complexity**: This task is relatively straightforward, but requires the user to keep up with the demands of the crops for their entire growth period.<br><br>**Frequency**: The user will do this on a near daily (in-game) basis. All crops must be attended to daily, but planting may not happen every day. |
| What is the sequence of tasks or steps? | 1. Acquire seeds<br>    a. Go to pierre's to purchase seeds<br>    b. Go to Joja mart to purchase seeds<br>    c. Use an existing crop and a seed maker to make seeds<br>2. Equip necessary equipment<br>    a. Hoe<br>    b. Watering Can<br>    c. Sprinklers (optional)<br>    d. Fertilizer (optional)<br>3. Till the land<br>    a. Aim at a square<br>    b. Left click<br>4. Place the seed on the tilled land<br>5. Water the seeds daily<br>6. When done, right click to harvest |
| What is the expected result? | Successfully grown and harvested crops. |

# Task Analysis for Scenario 2

| Guiding Question | Details |
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| What is the user-oriented goal? | Create a plan for a future farm within Stardew Valley and save it for future reference. |
| What tasks does the user need to perform to accomplish the goal? (*Don't worry about sequence or the "completeness" yet.*) | - Select a base layout for the farm<br>- Add in buildings<br>- Add in crops/farming<br>- Select the season<br>- Add in farm buildings<br>- Saving the design<br>    - Choosing the save mode (picture or to a link) |
| What are the mental and physical steps involved in each task? | **Mental**:<br>- Reviewing the different types of farm layouts available<br>- Reading through and selecting the items to add to the layout<br>- Evaluate their satisfaction with the layout<br><br>**Physical**:<br>- Clicking through options for farm/items<br>- Clicking and dragging buildings and items around<br>- Bookmarking or otherwise copying the final save url |
| Who performs the task? | **Audience**: This user wants to have a plan for their farm layout and explore their options. These users may have decision paralysis issues, or simply want to see all the possible options, even those they have not been able to unlock.<br><br>**Experience**: These users have an intermediate to advanced level of |

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| | experience with the game. **Role**: The user is the creator of this particular save. **Authority**: While the user has full customization authority, they are unable to add items or additional farm bases to this software. They can make their plan and save independently. |
| When and under what conditions is the task performed? | **Requirements**: Users must have an internet connection and the ability to bookmark or save links. **Limitations**: While a majority of items and farm bases are available, the content does not include certain aspects of the most recent update yet. **Environment**: This is an individual task completed without interacting with other users. |
| What are the potential distractions to accomplishing the goal? | **Alternative path**: User decides not to plan ahead, and just jumps into the game. **Exception path**: User does not have a way to save the link. **Boundaries**: Connection issues, VPN blocking the website, site is down for maintenance. |
| What does the user need to know about the task? | **Duration**: This task can take 25 minutes to an hour to complete. **Complexity**: There is a middling level of complexity to this task, especially with the unintuitive saving conventions. **Frequency**: The user may want to create multiple versions of the same farm, |

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| | but this step is not necessary for playing Stardew Valley, so frequency ranges from 0-5+. |
| What is the sequence of tasks or steps? | 1. Navigate to https://stardew.info/<br>2. Select the Layout you want<br>3. Select a season to start in<br>4. Update existing buildings (if needed)<br>5. Add in new farm buildings<br>6. Till farm land<br>7. Add crops |
| What is the expected result? | A farm design that can be used in the game. |

# Task Analysis for Scenario 4

Procedure 4: How to grow Fruit Trees in Stardew Valley

| Guiding Question | Details |
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| What is the user-oriented goal? | The user wants to grow and harvest fruit from trees on their farm in Stardew valley. |
| What tasks does the user need to perform to accomplish the goal? (*Don't worry about sequence or the "completeness" yet.*) | - Acquire the sapling<br>- Plant the sapling<br>- Maintain the grounds around the sapling<br>- Shake the tree to harvest fruit |
| What are the mental and physical steps involved in each task? | **Mental**:<br>- Strategically placing the tree so that the required border is maintained<br>- Timing the planting of the tree so that it will be fully grown by the time it is the harvest season<br><br>**Physical**:<br>- Navigating the game using the keyboard and mouse controls |
| Who performs the task? | **Audience**: This procedure will be aimed at advanced-novices, who are likely on their second in-game year or late into their first in-game year (around 25-30 hours of game play time). These are players that know the basic mechanics of the game, but are looking to expand their knowledge of more complicated crops.<br><br>**Experience**: The user has intermediate experience playing the game. Saplings are a more expensive item, so it is uncommon for beginner players to acquire them. |

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| | **Role**: In this scenario, the user is playing in solo mode and thus is the only person in control of planting the trees.<br><br>**Authority**: As long as the player has access to the saplings, they will be able to place them freely within the farmland. |
| When and under what conditions is the task performed? | **Requirements**: The user must have the in-game funds to purchase the saplings. Additionally, they may need to have access to land clearing tools such as the scythe and ax to create enough space for their tree to grow.<br><br>**Limitations**: Fruit trees must be surrounded by 8 unoccupied blocks in order to grow. Additionally, they take 28 in game days (the length of a full season to grow) and will only produce fruit in one season if planted outside. If planted in the greenhouse, then they will fruit at all times.<br><br>**Environment**: The user must interact with NPCs to acquire the necessary materials for planting, but all other tasks are completed independently. |
| What are the potential distractions to accomplishing the goal? | **Alternative path**: The user may decide against using the fruit trees all together and focus their farming efforts elsewhere. They may also get distracted by other in-game tasks and allow the grounds to grow too close to the trees, halting their maturity.<br><br>**Exception path**: The user may not have the funds to purchase the trees, or the ability to clear enough land for their trees.<br><br>**Boundaries**: Able to run the game on their computer, have access to the funds for the trees, plant them at the correct time to collect fruit during their appropriate season |

| What does the user need to know about the task? | **Duration**: The planting task takes 30s. Clearing space may take anywhere from 5-10 minutes and the growth period for all trees is 28 in-game days. |
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| | **Complexity**: This task is not complex, but requires the attention of the user over the course of the full growing period. |
| | **Frequency**: The user can plant trees at any point, or no point in the game. They will need to check the trees daily, but further action may not be required. |
| What is the sequence of tasks or steps? | 1. Acquire the saplings<br>    a. Go to pierre's to purchase seeds<br>    b. Go to Joja mart to purchase seeds<br>2. Clear a 3x3 block for the tree<br>3. Plant the tree in the center of the block<br>4. Maintain the 8 block border around the tree for all 28 days of it's grow cycle<br>5. Shake the tree to harvest fruit daily during the tree's fruiting season (if the tree is fully mature) |
| What is the expected result? | The player will successfully grow fruit trees, and be able to harvest and sell or consume the crops. |

## Feedback from Peer Review:

Tasks and prompting questions

- Information architecture: what should be subsections? What should be steps with substeps?
- For the final procedure, find a way to beef it up, or rework if needed for the requirements of the final project.
- Identify moments for alerts

- Identify the prerequisites for each procedure
- How will devs/other creators react to, interact with, generally be aware and affected by these documents?
-