Survey Reaction for "Evergrow"

After taking some time to read through the responses to the survey, we have come to some conclusions about the public reception of our game and our plans for the future – our game needs some tweaks. Shocking, we know, but many people pointed out the same concerns during the survey and therefore we should probably spend the most of our remaining development time addressing these. This may not be a comprehensive list of all changes we're planning on making, but it will cover the ones most closely related to our survey.

First of all, it seems that if you didn't read the text blurb in our survey before opening the game, it was a little hard to understand what to actually do within the game itself. We're going to try to add more to the dialogue system to make the overall goals clearer and make signs readable to explain various game mechanics. Adding to that, we will try to build a proper tutorial region to explain all the various mechanics in order, as that was also a big request on top of that. Secondly, it seems that the combat system could use a bit of a rework, for two reasons. Reason one is that you can attack faster than the animation shows, so that should be changed so you can only attack whenever the animation is not playing. Reason two is that it is very difficult to hit airborne/ceiling enemies, so we're going to try to add some type of ranged weapon to the game to both increase gameplay variety and improve the combat as a whole. We may also try to revise the item usage/UI system ever so slightly, so it's a little less cluttered, as well as maybe change how the health system functions so it's easier to understand (probably by adding actual indicators of when you get damaged). Finally, literally everyone seemed to complain about our ladders, so… we will redo the ladders, don't worry, we sort of have to now. In addition, we will also fix the pit glitch, though to the person who completely crashed, we honestly have no idea what happened there, so, sorry, hope your PC is doing okay now.

Despite these various concerns though… it seems public reception of our little demo was still pretty positive! People seemed to say the general gameplay loop was fine, it could just use some fleshing out, and so we will try our best to add mechanics on top of what we have instead of reworking everything as a whole. It also seems that people really enjoyed our art style, though for the assets that currently don't match with the game's style, if we have time, we will try to update them to keep in line with everything else. In addition, we will try adding some extra sound/visual effects in order to increase the overall clarity of the game, as well as just giving it a bit more depth. If it ends up being free sound effects that we have to take from an online sound library, then well, at least it will be better than silence. Other than that, we will continue to develop some new areas and plants to interact with, and we hope you will enjoy our game at playtime, even if it didn't go quite to our original plan!