

Computer Games Development

Project Report

Year IV

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[Date of Submission]

[Declaration form to be attached]

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John Doe of ACME who kindly agreed to …

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# Project Abstract

This project showcases a 3D Virtual world that incorporates elements of farming, animal care, commerce and NPC behaviour. The game features an inventory system, planting, watering and harvesting mechanics, and a day and night cycle. NPCs have two distinct behaviours, wandering and path following. The path following NPCs have an option to loiter at certain locations and enter NPC shops. The traffic system includes NPCs driving cars, stopping at traffic lights, and honking at pedestrians. A map editor allows players to add, move and rotate objects, create custom NPC paths, and save them to a database. This project explores the technical challenges of implementing a complex game world with multiple interactive systems. The project also discuses future directions for the game, and what areas need more forethought.

# Project Introduction and Research Question

Virtual reality is the use of computer technology to produce an artificial 3D world which allows users to engage in a virtual world in a way that simulates reality. It does so by influencing the human senses, specifically sight and hearing, in order to immerse the user in the simulated world. VR has become an increasingly popular game environment, *12bn USD in market value as of 2022, Statista, October 2022,* it is vital to explore just how using a player engagement tactic like Level Editors in VR games could improve the overall experience of the game. A Level Editor is a tool which allows the user to edit the virtual world around them that provides an outlet for the user’s creativity. It gives the user control over the overall look of the world, as well as let the user influence the steering behaviours of the non-player characters (NPCs).

Steering behaviours are artificial intelligence algorithms which influence how the NPC navigates around their environment in a way which would simulate the real-life movement of a person. In terms of improving user experience, aesthetically pleasing world design helps the user fully immerse themself in the virtual world and the storyline of the game.

In this thesis, we aim to investigate the impact level editors, steering behaviours and world design have on the player experience in VR games. We will analyze the important factors to take into consideration when creating a comfortable to use level editor. We will also look into which steering behaviours best simulate real-world movements without causing negative impact to the performance of the game. Additionally, we will explore how the placement of objects in the world and the used colours can alter the player experience.

To achieve these objectives, I will create a playable game with farming mechanisms and conduct playtesting with willing participants to collect data on the comfortability of the controls. The data collected from this will take into account the orientation of the level editor, whether the user would be more comfortable looking up, down or straight ahead when editing a level, the placement of the buttons and choices on the level editor, and the physical wellbeing of the participant, in order to avoid nausea and headaches. I will also conduct a series of tests of the reliability of different steering behaviours to examine which suits the game and which would best react to change in the environment without slowing the game down or causing lag

The results of this thesis will add to the knowledge already available on VR game design and offer new perspectives on how level editors, and steering behaviours can be used to improve player experience.

**“Is it possible to create an immersive, smooth level editor by using VR without causing discomfort?”**

# Literature Review

## Virtual Reality

VR games have gradually been gaining popularity since the creation of the first VR machine, the Sensorama (patented in 1962). *“It combined multiple technologies to stimulate all of the senses: there was a combined full colour 3D video, audio, vibrations, smell and atmospheric effects, such as wind.” Dom Barnard, October 2022.*

As of 2022, the Oculus Quest 2 has become the most popular VR headset among the gaming community. With the constantly improving software, the Oculus Quest 2 provides the user with a multitude of features which has gained them a majority of positive reviews. *“It can get phone notifications, pair with keyboards and connect with virtual meeting apps, do basic fitness tracking and wirelessly stream from PCs. It's still the best self-contained VR headset right now, and the most affordable for its features.” Scott Stein, August 2022.*

## 

## Level Editors

To my knowledge, due to how recent the launch of this headset is, there are no academic works focusing specifically on Level Editors in the Quest 2. There are, however, some works which have researched Level Editors on other headsets. LevelEd VR, for instance, created by Lee Beever, Serban Pop, and Nigel W. John, is a system which allows users to create levels during the VR game. *“The initial focus was on improving or assisting the level creation process for virtual reality games by allowing designers to prototype levels in VR.” Lee Beever, January 2021.*

User Generated Content (UGC) in games has become a very popular tactic to increase player engagement and increase game replayability. UCG refers to any content that has been created by users as opposed to content created by the game developers. “*User generated content, or UGC, is content that has been created and posted by a user on any type of online platform, from social media and streaming platforms to video games.” - Emma Hubert, DigitalMediaKnowledge.*

A popular form of UGC in games are Level Editors, a mechanic which allows users to create levels or maps for a specific game. For instance, *Super Mario Maker 2*, a side-scrolling platform game published by Nintendo in 2019, allows the users to create, play and share their custom-made levels worldwide.

As for Level Editors in VR, however, there are numerous important factors to take into consideration when designing one. One factor to consider is the effect of the added weight of the VR headset. As it stands, the Valve Index headset is the heaviest one, weighing 809 grams (statista: **Comparison of VR headsets worldwide 2022, by weight,** Thomas Alsop, Oct 11, 2022). The lightest being the HP Reverb G2, weighing at 498 grams. The added weight causes leaning down for long periods of time which in-turn causes discomfort and also raises the risk of the headset getting damaged due to it slipping off.

According to the questionnaire given to the play-testers ([**Appendices**](#_Appendices)), another factor to consider is the colourisation. Testers have stated to receive headaches from the too bright colours, particularly the grass.

## Steering Behaviours

While Steering Behaviours have been frequently used in Game Development, other uses of it can be seen in robotics and animation. “*Steering behaviours are simple techniques for controlling goal-directed motion of simulated characters around their world, with applications in games, animation and robotics.” – Bryan Duggan,2013.* Whether it is an NPC or a robot, the agent must be able to realistically navigate its environment and avoid obstacles and sharp turns. Research into steering behaviours is on-going, however the most well-known work belongs to Craig Reynolds’ 1987 work, commonly referred to as “Boids”. The purpose of this work was to simulate bird flocking behaviours. “*The basic flocking model consists of three simple steering behaviors which describe how an individual boid maneuvers based on the positions and velocities its nearby flockmates”- Craig Reynolds, 1995.* He has done this by creating three steering behaviours: Separation (steering to avoid crowding), Alignment(steering towards the average heading), and Cohesion (steering to move towards the average position).

In Reynolds’ 1999 paper, “Steering Behaviors For Autonomous Characters”, Reynolds proceeds to describe other such steering behaviours. Three of those behaviours are particularly useful in simple NPCs. Those being Wander, Path Following and Obstacle Avoidance. To create a Wander behaviour, the NPC must “*retain steering direction state and make small random displacements to it each frame”.* One such implementation of this is adding a randomly generated small angle value to the rotation of the character. As for Path Following, this behaviour receives a set of points and will head to each point in that list. “*The goal of the path following steering behavior is to move a character along the path while staying within the specified radius of the spine. If the character is initially far away from the path, it must first approach, then follow the path.”* – *Craig Reynolds, 1999.* This implementation differs slightly from other such implementations by adding a smoothing factor to the turns, which contributes to the realistic aspect of the movements. Finally, Obstacle Avoidance is a behaviour which can be paired with the other behaviours to realistically and smoothly avoid any objects which stand in the middle of their path. “*Obstacle avoidance behavior gives a character the ability to maneuver in a cluttered environment by dodging around obstacles.” – Craig Reynolds, 1999.* This behaviour considers each object as a sphere, it calculates the distance from the origin of the current object and the object ahead and compares it to the sum of the radius of the current object and the obstacle. If the distance is less than the sum, it adds a steering force away from the obstacle, allowing the NPC to avoid it.

Unrelated to Craig Reynolds’ work, there also exists a path-searching algorithm called A\*. A\* can be used by splitting the world into a grid and finding the shortest, most cost-effective path to a chosen goal. “*To approximate the shortest path in real-life situations, like- in maps, games where there can be many hindrances.” - Rachit Belwariar, 2023.* While it succeeds in providing us with the most realistic, effective path, it does require many calculations to check each cell and its’ neighbours.

# Evaluation and Discussion

There are always risks when using a VR headset, however these risks can be minimised by simple playtesting. Taking into account the weight of the VR headset, and the strain of keeping your head in an unnatural position , the optimal placing for an in-game level editor would be at eye-level.

The VR headset allows the user to be fully immersed into the game world, which is the reason why it is vital to take into consideration the colour and lighting level of the game. After receiving feedback from the play-testers ([**Appendices**](#_Appendices)), the shade of the grass in the Level Editor as well as in the game world, has been dimmed.

As for Steering Behaviours, the three Craig Reynolds’ implementations, as opposed to complex behaviours such as A\*, succeed in realistically moving the NPCs without causing strain to the game.

As such, with a VR game, which is already cost-effective, with many NPC characters, each calculating their own paths, the game would be too laggy to provide an enjoyable experience. Taking this into consideration, and how easily Craig Reynolds’ implementation succeeds in its goals, the three steering behaviours mentioned suit the game better than A\*.

**Project Milestones**

|  |  |  |
| --- | --- | --- |
| **Features** | **Milestone Date** | **Completed Date** |
| Project Setup and Player Movement | November 10th 2022 | November 5th 2022 |
| Land Tilling and Inventory System | November 10th 2022 | November 5th 2022 |
| Basic World Design and Seed Planting | November 10th 2022 | November 9th 2022 |
| Day/Night Cycle, Plant Growth Stages | November 17th 2022 | November 16th 2022 |
| Plant Watering | November 24th 2022 | November 23rd 2022 |
| New Plant types and New Textures | December 1st 2022 | November 29th 2022 |
| NPC model and Environment Testing | December 1st 2022 | November 29th 2022 |
| Shop Mechanic and Currency | December 1st 2022 | November 30th 2022 |
| Farming Mechanic Testing and Bug Fix | December 1st 2022 | November 30th 2022 |
| Final Harvestable Growth Stage and Produce Selling | December 8th 2022 | December 5th 2022 |
| Sleeping Mechanic and Simple Animations | December 8th 2022 | December 6th 2022 |
| New NPC Shop model and NPC house | December 8th 2022 | December 8th 2022 |
| Shop Closing and Opening Hours | December 8th 2022 | December 8th 2022 |
| Environment Design and Boundary Creation | January 12th 2023 | January 11th 2023 |
| Level Editor Layout and Model | January 19th 2023 | January 18th 2023 |
| Level Editor – Object Placing | January 19th 2023 | January 18th 2023 |
| More Objects for Level Editor Object Placing | January 19th 2023 | January 18th 2023 |
| Level Editor – Object Rearranging | January 26th 2023 | January 25th 2023 |
| Level Editor – Object Rotation | January 26th 2023 | January 25th 2023 |
| Capsule to enter Level Editing | February 2nd 2023 | February 1st 2023 |
| NPC Wander Behaviour | February 9th 2023 | February 9th 2023 |
| Rotation Gizmos on World Objects | February 9th 2023 | February 9th 2023 |
| Update Wander Behaviour | March 2nd 2023 | March 2nd 2023 |
| NPC Path Following | March 2nd 2023 | March 2nd 2023 |
| Level Editor – NPC Placing | March 2nd 2023 | March 2nd 2023 |
| River Object Creation | March 9th 2023 | March 7th 2023 |
| NPC Loitering | March 9th 2023 | March 8th 2023 |
| Level Editor - Update NPC Placing | March 9th 2023 | March 8th 2023 |
| Level Editor – Assigning paths to path following NPCs | March 9th 2023 | March 8th 2023 |
| NPC Object Avoidance | March 9th 2023 | March 8th 2023 |
| Custom Path Saving | March 9th 2023 | March 8th 2023 |
| NPC heads to closest path position | March 16th 2023 | March 13th 2023 |
| Level Editor – Custom Path Deletion | March 16th 2023 | March 13th 2023 |
| Level Editor – Custom Path Loading | March 16th 2023 | March 14th 2023 |
| Level Editor – NPC Hover Animation | March 16th 2023 | March 14th 2023 |
| Level Editor – Custom Path Editing | March 16th 2023 | March 14th 2023 |
| Level Editor – Option to Leave Editor | March 23rd 2023 | March 22nd 2023 |
| Level Editor – Testing and Bug Fixing | March 23rd 2023 | March 22nd 2023 |
| Level Editor – Progression Pause while Editing | March 23rd 2023 | March 22nd 2023 |
| Level Editor – Custom Loiter Amount | March 23rd 2023 | March 22nd 2023 |
| Update Object Avoidance | March 30th 2023 | March 30th 2023 |
| Basic Database Saving for Custom Paths | March 30th 2023 | March 30th 2023 |
| Environment Redesign | March 30th 2023 | March 30th 2023 |
| Vehicle Model and Vehicle Movement | March 30th 2023 | March 30th 2023 |
| Town Décor | April 14th 2023 | April 8th 2023 |
| Traffic Light System | April 14th 2023 | April 8th 2023 |
| Update Vehicle Paths | April 14th 2023 | April 10th 2023 |
| Traffic Light Colour Change | April 14th 2023 | April 10th 2023 |
| NPC Wakeup Hours | April 14th 2023 | April 11th 2023 |
| Shopkeeper Schedule | April 14th 2023 | April 11th 2023 |
| NPCs Enter NPC Shops | April 14th 2023 | April 11th 2023 |
| Vehicle Parking | April 14th 2023 | April 12th 2023 |
| NPC Interaction | April 14th 2023 | April 12th 2023 |
| NPC Visitors | April 14th 2023 | April 12th 2023 |
| Grass Generation | April 14th 2023 | April 12th 2023 |
| NPC Sleep Hours | April 14th 2023 | April 13th 2023 |
| Vehicle Testing and Bug Fixing | April 14th 2023 | April 13th 2023 |
| Animal Shop | April 14th 2023 | April 13th 2023 |
| Animal Housing Models | April 14th 2023 | April 13th 2023 |
| Object Scaling Testing | April 14th 2023 | April 14th 2023 |
| Tree Chopping | April 14th 2023 | April 14th 2023 |
| Testing after World Redesign | April 14th 2023 | April 14th 2023 |
| Teleportation Option on Tiles | April 14th 2023 | April 14th 2023 |

**Major Technical Achievements**

* Developing an interactive 3D environment with realistic physics and collision detection algorithms that enable players to pick up and interact with objects in the game world.
* Implementing an inventory system that allows players to store and manage items they collect in the game.
* Developing an advanced planting and growth system that simulates real-world farming practices, including watering and harvesting.
* Implementing a day and night cycle that dynamically changes the environment and NPCs' behaviours.
* Developing AI algorithms for NPCs with wander and path following behaviours that simulate realistic human behaviours and interact with the environment and other NPCs.
* Implementing a traffic system with traffic lights, car parking, and realistic car and pedestrian interactions.
* Developing a map editor that enables players to modify the game environment and create custom paths for NPCs.
* Creating a database to store custom path information for NPCs, enabling the game to remember and use this information for future gameplay sessions.

**Project Review**

The decision to dim the colours and keep the Level Editor at eye-level has proven to be the best decision, as proven by the questionnaire filled out by the play-testers ([**Appendices**](#_Appendices)). However, people looking to further research this kind of project, should take time to consider creating a Level Editor which allows for editing the world while walking around it, as opposed to this solution of editing a map of the world. While not breaking the player out of the immersion, editing a world map freezer the player to one position which can hinder the enjoyment of the game.

The steering behaviours chosen were the best choice for this particular environment. They don’t requite many run-time calculations and so allow for the addition of numerous NPCs without causing lag and discomfort. However, one such behaviour that has not lived up to expectations is the Obstacle Avoidance behaviour. While this behaviour does avoid small obstacles accurately, it struggles with bigger objects such as houses, which causes the NPC to walk into the wall multiple times before managing to walk around it. This takes away from the realism of the game and as such, better options should be investigated by any person willing to attempt a similar project in the future.

# Conclusions

In conclusion, research into Level Editors in VR should continue to expand as more headsets are being developed now as the years progress. Each implementation of Level Editors provides a different level of immersion and should be carefully researched before choosing.

Steering behaviours are an essential part of adding realism to NPC movements. Research on steering behaviours will likely continue to expand as the development and understand of AI continues to broaden. As for now, there are numerous available options for AI programmers, but each method should be tested in the wanted environment to help determine whether to focus on efficiency or cost-effectiveness.

**Future Work**

It would be beneficial to further research the best steering behaviour for NPCs in Virtual Reality in particular. Virtual Reality allows the user to see much more of the world than a 3D game might, and so attention to detail must be greater.

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# Appendices

The following are the results of the questionnaire given to the Testers. Responses have been minorly edited to fix spelling errors and to censor inappropriate responses. Form has been split up into three separate tables to aid with readability.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Game Rating** | **Was there anything you wanted to do that the game wouldn't let you do?** | **What element of the game did you enjoy the most? (Farming, Exploring, Aesthetics etc). Explain your answer** | **How do you feel about the layout of the world and UI?** | **Did you enjoy the art style?** | **Was the UI (inventory) an appropriate distance away from your eyes?** |
| 4 |  | Farming is so fun and the map is vivid and interesting, loved the way you can drag and drop a tree down and move the house | I like the layout, the UI clock on the wrist should be bigger so it's easier to see | Yes | Too Close |
| 4 | Destroy the terrain/ environment | Customisation | Easy to understand and navigate | Yes | Just right |
| 5 | No, the game performed perfectly and did exactly what I wanted. | Exploring! I felt like I was in my own little world discovering new things in every corner I looked. | The layout was simple and pleasing to the eye! | Yes | Just right |
| 5 | More activities in the gameplay loop, like mining or fighting bad guys | Aesthetics | Clear and easy to read | Yes | Just right |
| 4 | I would like to see more interactions. Interacting with the environment around you Interacting with people other than the shop keep | I enjoyed the farming, as a Horticulturist the farming aspect was very realistic in the game world. I enjoyed the small detail of the gun to shoot away birds which is a common issue amongst Horticulturist | It's simple, and effective. You're able to find everything and everything isn't too far apart where the player would loose time | Yes | Too Close |
| 4 | Hired NPC to help do some of the farming | Exploration , the exploration was the most fun part for me as the more I explore , the more I learned about the game | The game world is pretty good and fit the theme | Yes | Just right |
| 5 | Not Particularly, seems quite extensive and the editor is very good. | Map editing and how easy and seamless it is | Very good, one note about UI, I feel like inventory should be a bit smaller as it takes up a lot of space on screen and can be very overwhelming in terms of its size. I feel a slightly smaller sized inventory would be a little bit better. Other UI elements work very well . | Yes | Too Close |
| 4 | Have more animals | Farming because its fun to grow carrots | Good | Indifferent | Just right |
| 4 | Shoot npcs | Farming | Very nice, pretty easy to follow and understand | Yes | Too Close |
| 3 | Friendship/Romancing of the NPCs | Acquisition of capital | Suitable readability | Yes | Just right |
| 5 | Fishing! | Farming | The world was easy to traverse | Yes | Too far |
| 4 | Fishing | Aesthetics, everything felt very cohesive and pleasing to look | UI felt natural and easy to use, made the layout and overall game a much more enjoyable experience than some VR games I've played with poor, clunky UI that got in the way of what could of been a fun game underneath | Yes | Just right |
| 4 | I wish we had the ability to interact with the NPCs. | I mostly enjoyed sitting back and watching the NPCs and the vehicles move around. | I like it. Everything is close by. | Yes | Just right |
| 5 | I would have liked to been able to upgrade my equipment , watering one plant at a time took a lot of time | Farming , I enjoyed selling my plants and also growing the different types of produce I could while planning out where everything is going to go | Very straightforward and intuitive , the inventory could be laid out further away from my face though | Yes | Too Close |
| 4 | Go inside buildings and have conversations with the people wandering around town. | Farming and exploring. I think the farming mechanic is really well implemented with plenty of room for growth. I really enjoyed exploring the areas of the game as the cell shaded low poly graphics really appeal to me. The layout of the town is really well designed and it left me wanting more. | I think the world layout was designed really well. The mountains that surround the playable area give it a sense of scale and really make it feel like you're tucked away in this small mountainside community. I do think there was too much traffic that kind of conflicted with that aesthetic so it kind of made it feel urbanised at times which took away from that country life vibes i expect with a farming sim. Having less traffic on the roads would have helped with my immersion. The ui worked as i expected it to. It was simple and responsive and tracked well with the view from the headset. | Yes | Just right |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Was the inventory system easy to understand?** | **What, if anything, would you change about the inventory system?** | **Does the movement and rotation feel comfortable?** | **What would you change about the movement system?** | **Does the audio feel natural?** | **Explain any issues you have encountered with the audio** |
| Yes | Maybe titles of objects in your inventory slots | Yes | I like the way it moves, maybe slight wobbles sensitive | Yes |  |
| Yes | No | Yes | No | Yes | No issues |
| Yes | Absolutely nothing! | Yes | The movement system was perfect for me | Yes | I had no issues! |
| Yes | Clearer images for items in inventory | No | Rotation of view is too slow | Yes | No volume control, but otherwise easy to listen to |
| Yes | I'd make the inventory steady. If you bobble your head the inventory bobbles along with your head so in my personal opinion make the inventory display still |  | The movement was smooth no issues here | Yes | No issues |
| Yes | I faced a bug where the items got stuck when it was taken out | Yes | The teleportation was a good bonus on top of the movement system | Yes | I have no issue with the audio |
| Yes | As I mentioned above make it slightly smaller. The inventory slots as it is very easy to place items in them but they are very large on screen, | Yes | Not much | Yes | None, I believe |
| Yes | Carrying a chicken around would be nice | Yes | Not much | No | I didn’t hear |
| Yes | Maybe move it slightly further away | Yes | Nothing really | Yes | No issues found |
| Yes | No feet to carry things? | Yes | I can't see my feet | Yes | Can't hear my footsteps |
| Yes | Bigger images for the items | Yes | Change height of camera and FOV | Yes | Too quiet |
| Yes | Cosmetic customisation, like choosing border colour, light/dark mode etc | Yes | While movement and rotation was comfortable most of the time, at one point all the cars seemed to glitch and come to a complete stop after too many spawned. Turning to look at my now overcrowded Tesco parking area was very uncomfortable due to the lag spikes. | Yes | In rare cases, some sounds that should clearly be heard in my left ear would play into my right ear, but other than that I had no issues with audio |
| Yes | There is a glitch where sometimes an item when taken out, still disappears with the inventory. | Yes | The rotation is way too slow. | Yes | None |
| Yes | Maybe add more slots , even add that as an option I could spend my earned money on | Yes | Sometimes I felt there was a bit too much of a tilt when I was leaning sideward | Yes | No issues |
| Yes | I think it worked pretty well. Maybe have more slots and numbers indicating how many uses an item has left or how many of that item you have. It would also be cool to see the sale prices of items in the ui. | Yes | I think it worked pretty well. It was snappy and responsive. I never felt like i was drifting in a direction i didn’t intend on going to. I feel like having an indictor on the ground when youre using tools and planting seeds would help fine tune aiming though. | Yes | I enjoyed the audio that was present in the game. Although I do think having more audio and sound bites to create atmosphere and ambiance would really help with the immersion you get with vr. Things like crickets chirping at night, leaves rustling in the wind, hearing background conversations when near two npcs that are interacting etc. |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Have you experienced any dizziness or nausea while playing the game?** | **If yes, at which point did you feel discomfort?** | **Was the lightning comfortable to your eyes?** | **Was there anything missing from the Level Editor that you wish was allowed?** | **Rate how difficult it was to use the Level Editor** | **Any other issues or changes you would like to see happen?** |
| Yes | The green color of the grass is very intense so can make your eyes hurt slightly | Yes | Bushes and flowers | 5 | Maybe some grass hills you can drop in the level editor to give it some height |
| No |  | Yes | Change colour of objects | 1 | No |
| No |  | Yes | Nope! | 2 | No issues and no changes! |
| No | An FOV slider would be a good addition | No | I'd like to be able to rearrange the ground structure and environment (placement of buildings) | 1 | Having settings to change audio volume, FOV, HUD distance, motion sensitivity, brightness and graphics settings (shadows, anti-aliasing, bloom) |
| No |  | Yes | I'd like to rotate things without having to move in the direction to move things | 3 | No changes |
| No | I did not feel nausea or dizziness while playing the game | Yes | nope | 3 | The ability to skip time , watching the farm can be relaxing but i do want to see my product quickly sometime. |
| Yes | Inventory system taking up a large portion of screen. | Yes | Maybe a bit more variety to the items I can place, even random items like barrels | 1 | Just more variety to level editor to just have some extra fun. |
| No | No point | Yes |  | 2 | We need capybaras |
| No |  | Yes |  | 2 | Lemme shoot NPCs |
| No | N/A | Yes | More things to place (rocks, benches, flowers, etc.) | 1 | I wish I could see myself and dress my character up |
| Yes |  | Yes | I wish there was a survival horror aspect to it | 1 | Would love the option for background music. |
| Yes | Rotating to look at an area overloaded with entities caused some lag spikes which made rotating feel slower than normal, stuttery and jarring | Yes | Publishing my custom levels and downloading other players custom levels | 2 | Shooting birds was incredibly fun, would love to see a hunting update with more weapons, huntable animals etc |
| Yes | Sometimes the cars glitch and pile up, which causes a lot of lag when I rotate. | Yes | More object options. | 2 | More plants to grow. |
| Yes | While trying to water the plants , sometimes I had to shake the watering can in an uncomfortable position to make it work | Yes | Maybe a bit more flora options to give my world some more texture | 2 | Apart from everything I already mentioned , it was great |
| No | I didn't really feel dizzy during my playthrough. I feel like the smooth low poly graphics help reduce eye strain for me personally. Some of the green colours were too bright which kind of made my eyes feel dry at times if that makes sense. Not sore just like I have to blink. I think the brighter colours should be reserved for smaller surfaces or at least broken up with darker toned objects when used on large areas like landscapes. | Yes | I think having seasons and dialogue would really make the game feel more immersive. Being able to talk to NPCs would be pretty neat to check in on them from day to day. Also watching the town and surrounding area change with the seasons would be pretty neat. | 3 | I think the level editor would be easy to use if it was mapped to your view like the ui and you could zoom 8n and out on areas. Even having a grid for more specific object placement would be cool. But I’m not sure if the editor being tied to the users view would be good or bad. Just an idea |