

General Information

CATEGORY	INFO
Game Name	<i>Chamomile Grove</i>
Version	<i>0.01</i>
Designer	<i>Mark Esparagoza</i>
Tech Specs	<i>Asus Zephyrus</i>
Player Count	<i>9</i>

Demographic

Time:	10/13/2020-10/15/2020
Who:	DigiPen discord servers and 1 roommate. (2018 BAGD, Playtesting 2019 BAGD)
Where:	Sent through Discord and created with Google Forms

Playtest Questions

1. Do players know the order that it the plant grows?
2. Do players know that it is a plant?
3. What does the player think the plant might do?
4. What would the player want to do with the plants?
5. What do players want from the plants?



Image 1



Image 2

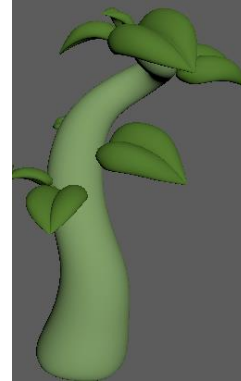


Image 3

Describe your initial thoughts of the images above.

1	Oh cool! Plants! Will this be a beanstalk think or thick King Kong Island kinda plants?
2	The images above appear to be a type of plant, it look like one plant with Image 2 being the first phase, Image 3 being the second phase and then finally image 3 being the final phase and when the plant seems to spout a gem of sorts/
3	I feel like this is the giant beanstock from the story with jack and the magic beans Kinda maybe looks like that game grow home I feel like it kinda looks like a pokemon move from Pokemon Stadium for n64
4	fun, cartoony, fantasy greenery
5	Whimsical. Like something I could climb, bounce, and slide on.
6	They're pretty plants. The first one is the most fantastical, the others look cuter and more normal
7	They are plants, image 1 looks almost poisonous.
8	Plants
9	Plants. The left looks by far the most fantastical. All have extremely thick stems, which makes them look either stylized or massive.

Everyone is assuming that it is a plant except for user 5. I think that they do not want to assume that it is a plant as I did post this onto designer discords. They did not describe how it's a plant but how they would interact with it.

Image 1 does look like they could bounce or slide on it because of the curvy shape and how it's like a spring. Cause of that, users are probably assuming that if they were to jump on it, they could get higher in the air.

A lot of users are assuming that these plants are really big. From the way how they say "King Kong" to "jack an the magic beans". Now these images are zoomed in which is why they are assuming this. Image 3 does look like a vine growing up in the air like in jack and the bean stalk.

Images do convey what they are clearly to User 2 with what the phases clearly are.

Describe what you think the images above can do?

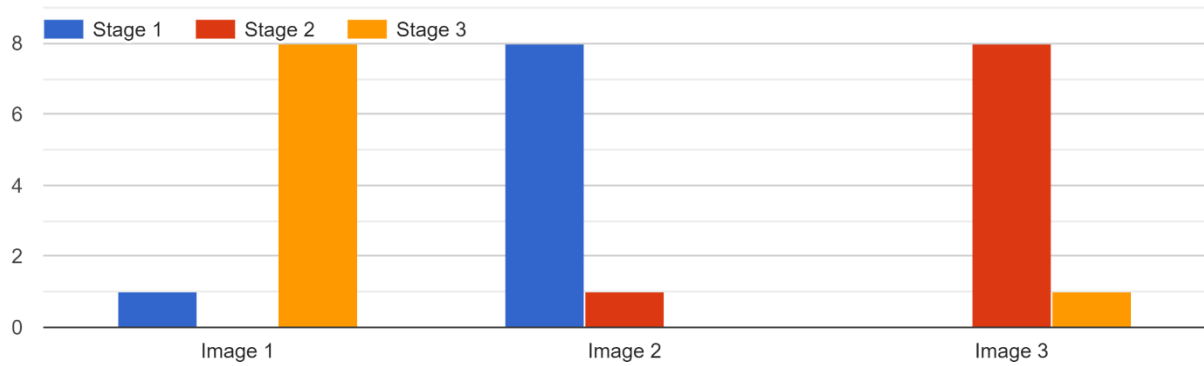
1	Image 1: I think it might have some kind of magical area effect. On interaction, crystals may glow, plant may coil/un-coil, could give a "poof" burst cloud of healing energy (but the shade of red doesn't quite make it feel like it would do that.) Image 2: It does nothing, purely cosmetic OR, if interactive with, may grow into Image 3. Image 3: Just an evolved state of Image 2, but doesn't feel complete. Or, if I'm a small character, I see the leaves as platforms to jump on to climb up somewhere.
2	They grow and finally spout gems which you can harvest for yourself.
3	I bet you do a thing near this to trigger it to grow and you stand on it to get higher up
4	Top one might act as a spring due to the coiling or might provide resources based on the crystals, the big leaves on the second may act as a platform or shield, unsure of what 3 would do, maybe it's climbable
5	Very approachable. Look as though they could also be large. Can't be climbed, but can be slid down.
6	The left one can give you gems, the other two do nothing. They're just plants
7	It looks like decoration.
8	Photosynthesis
9	I think that I can interact with 1 in order to refill a resource or learn a thing. I think that I can jump on 2. I think that 3 looks static.

The plant is defiantly signifying that you can do something to get to a higher place. Users 3,4,1,9 talk about how they can reach a higher place by climbing, it grows higher, or by jumping higher. Again, the spring like thing that it looks like. This might be due to the zoom that I put on the plants but, User 9 does talk about how T H I C C the vines are which signify its how big they are.

Users 1, 2, 6, 9 talk about how harvesting the plants. User 9 talks about how they can interact with the plant to acquire something whether that would be a ability or a resource.

Users 7 and 8 are looking at it realistically rather than looking at it when its in the game.

Please sort the images by what stage you think they are in.



The outlier's answers is highlighted in orange

Everyone seems to get what stage the plants are in.

What would Stage 4 look like?

1	I imagine Image 1 would be bigger, the top crystal would be bigger with the plant wrapped around it, holding it in place, there'd be more little crystals floating/rotating around it, and plant roots would be coming out of the ground in arcs going back into the ground and waves of energy would be coming off the plant as a whole with little leylines of magical vines pulsing through the plant.
2	I'm not sure, maybe the plant holds a single really big gem in it's vines. I'm not really sure if there is a 4th stage.
3	Probably more curls, leaves, and (i think) gems?
4	A sort of fantasy beanstalk covered in crystals
5	More coiled, more leaves, taller
6	It would have a big gem-flower-thingy
7	It would have much more purple
8	Taller.
9	Spiraling outward more dramatically, crystals growing.

Users 1, 2, 6 really want a big crystal and vines growing around it.

All the players, except user 7, want something that's big or growing bigger.

User 9 is probably thinking about a whole entire different game than the one that were making. I feel like they are thinking of a more fantasy type of game RPG ish rather than a farming type of game. Yes having them spiral out of control could show that they are ready to be harvestable but also could signify that something dramatic could happen.



How would you interact with this image?

1	I'd whack it with a stick, sword, staff, or other currently held object.
2	You would pluck the gems from the plant and leave it alone.
3	I feel like this is super big so I would climb and run up it and try to collect those gems all over it
4	try to climb it, collect the crystals
5	Climb it, collect the pink diamonds. Goal is top. It's slippery though, hard to traverse.
6	Uh... water it? Wait?
7	I would avoid it.
8	Leave it alone. It's a plant.
9	I might harvest some kind of power from the stones, or I may harvest them themselves. I might research it to learn a thing. I might use the spiral of leaves to climb in order to collect the stones. I might apply some fertilizer, and make it larger.

Users 1-5,9 want to harvest the plants gems in some way. Users 3 - 5 still thinks that its really big and would like to climb and take all of the gems. User 9 is really hung up on researching the thing. They probably are imaging a game

The rest of the user 6 would try to water the plant despite it showing big shiny rocks. They want to see whether there is a 4th stage or not.

User 7 and 8 would like to leave it alone because they probably never played a game where they have to harvest plants, or they don't think that it is useful in anyway.

Summary

Players really think that it would allow them to reach higher places. All the images signify the growth stages amongst all of them. All players know it is a plant. Most of the players would want to harvest the plant. Players would want the plant to grow a large crystal and for the plant to grow around the large crystal.

Questions

1. Do players know the order that the plant grows?
 - a. 7/8 users know the order that the plant grows
2. Do players know that it is a plant?
 - a. All the players know that it is a plant after progressing through the playtest. at first, 1 player was describing how it felt like but as they progressed through the survey, they did find out it was a plant.
3. What does the player think the plant might do?
 - a. Most players think that the plant will make them reach higher places while some think that it might allow them to harvest the plant.
 - i. Maybe from how spiral like form that it has.
4. What would the player want to do with the plants?
 - a. 5/8 users would want to harvest the plant. The rest seems confused as to what the question is asking them.
5. What do players want from the plants?
 - a. Players really want the plant to grow a big crystal or many crystals. Some want it to just be bigger/taller.

<i>What Went Right</i>	<i>What Went Wrong</i>
Players know that it is a plant Players know the growth stages that the plant progresses through. Most users would like to harvest the plant.	The plant signifies that it is used to reach higher places. Some players were confused as to the questions that were asked of them.