

# General Information

| CATEGORY     | INFO                   |
|--------------|------------------------|
| Game Name    | <i>Floravna</i>        |
| Version      | <i>0.01</i>            |
| Designer     | <i>Mark Esparagoza</i> |
| Tech Specs   | <i>Asus Zephyrus</i>   |
| Player Count | <i>1</i>               |

## Demographic

|        |  |
|--------|--|
| Time:  | Conducted 9/29/2020  |
| Who:   | I asked 4 of my roommates and I posted it on the Ooblets Discord Sever.  |
| Where: | A Apartment in Redmond and Ooblets Discord Server. V0.1 was in a word document. V0.2-V0.3 is in a online survey. |

V0.2 -

[https://docs.google.com/forms/d/1PHpIX\\_2\\_60VtnRH4YmCFHidynxkyHS98YMgd7TAXm0Y/edit?usp=sharing](https://docs.google.com/forms/d/1PHpIX_2_60VtnRH4YmCFHidynxkyHS98YMgd7TAXm0Y/edit?usp=sharing)

V0.3 -

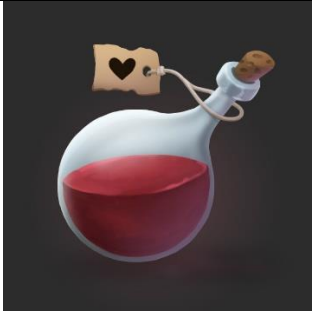
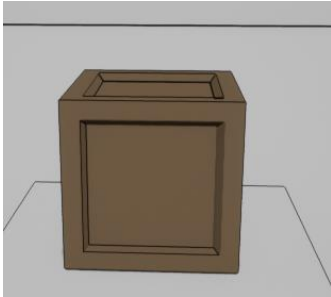
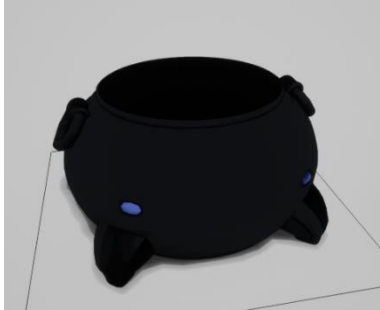
<https://docs.google.com/forms/d/1CNAWxF2TDEDr1KAR4aHX3dOTv2f6oUdv4vbgpWACfTU/edit?usp=sharing>

## Playtest Questions

1. How does the player interpret the art?
2. Does the player know what each art assets do just by looking at the picture?
3. How would the player use the object in the picture?
4. How would players interpret the game by looking at the images?

## Data

VO.1

| IMAGES  |   |   |
|---|---|---|
|  |  |  |
| Health Potion   | Crate   | Cauldron  |

| ART   |             |
|---|-------------|
| 1   | What is it? |
| Responses   |             |
| <b>Health Potion</b><br>A potion or maybe some wine (definitely a potion)<br><b>Crate</b><br>A crate (wooden)<br><b>Cauldron</b><br>A cauldron  |             |
| Analysis  |             |
| Interesting that this user says that it might be wine. Probably due to the red looking liquid in it that looks like red wine. I feel like this person is not part of our target audience because they looked at the image and thought alcohol. They might enjoy alcohol. Now they do identify that it was a potion which means that there is a chance that they might enjoy our game. |             |

2

What would you do with it?

### Responses

#### **Health Potion**

Probably drink it to gain some health

#### **Crate**

Knock it around (assuming it's a rigidbody), stack it, or hide behind it. There's nothing that suggests it contains items so I wouldn't bother trying that

#### **Cauldron**

Brew potions (perhaps the aforementioned red one), or maybe a blue potion since the accent marks are blue


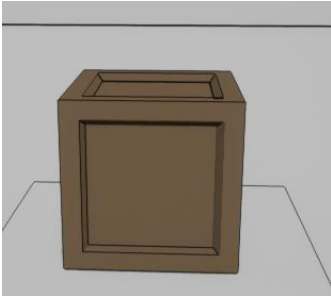
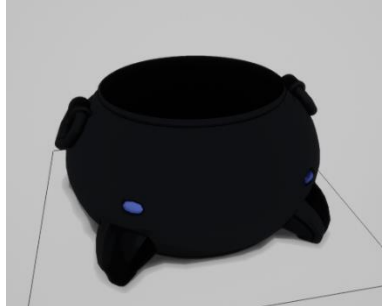
### Analysis

This user has identified that it is a health potion. Good. That's what we want, it signifies that it gives health.

Interesting, this user assumes a bunch of things about the crate. Like Rigidbody. I am assuming that they are comparing this to a Unity prototype. From the way this user is describing their interactions with the crate, they are probably thinking of a game like a physics-based game. Interesting that they point out that it does not contain any items. Probably means that they would want some sort of item inside the crate since they pointed out that detail.

As for the cauldron, they got it right.

V0.2

| IMAGES  |   |   |
|---|---|---|
|  |  |  |
| Health Potion   | Crate   | Cauldron  |

| ART   |                           |
|---|---------------------------|
| 1   | What is the object above? |
| Responses   |                           |
| <b>Health Potion</b> <ol style="list-style-type: none"> <li>Health Potion</li> <li>a health potion</li> </ol> <b>Crate</b> <ol style="list-style-type: none"> <li>A box of some kind</li> <li>box box</li> </ol> <b>Cauldron</b> <ol style="list-style-type: none"> <li>A cauldron?</li> <li>angry pig head with tusks , or a cauldron</li> </ol> |                           |
| Analysis  |                           |
| The lighting that the cauldron is in is very dark making it very hard to see.   |                           |

2

What would you do with the object above?

### Responses

#### Health Potion

1. Use it to get health back
2. I drink/smash it to make life come back

#### Crate

1. Hard to tell it's weight or size, so either pick it up or push it
2. there are too many things to do with a box that I have no context for this to answer. Zelda says smash, Mario says jump, Portal says throw. I have no idea. It's a box.

#### Cauldron

1. Its empty, so I'm not sure, maybe interact with it in some way? Can I craft with it?
2. pig head does pig things. cauldron does witch things. Boil my enemies, take from Kirbo.

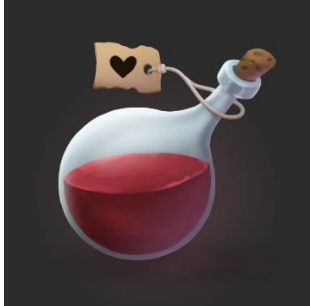
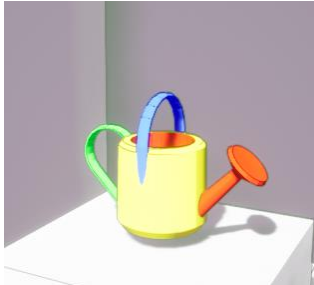

### Analysis

For the health potion, 1 user knows how it would work however another player assumes to be a bit more aggressive and has a different effect on it. Having life come back is very vague because it can mean that I come back from a dead state to a live state. From what I know from our game, we won't have the player take any damage or have anything similar to health.

The crate might be too vague to test. I got feedback that it might be better to have it open and have x item right next to it to test what the player wants to do with the crate. KEEP THIS IN MIND FOR NEXT ART PLAYTEST.

The second user is very aggressive from smashing the life potion to boiling their enemies. They might not be part of our target audience. The first user is thinking about how to interact with the cauldron the way we want them to do, they are most likely to be part of our target audience because they want to do the things that we would like them to do in the game.

V0.3

| IMAGES  |   |   |
|---|---|---|
|  |  |  |
| Health Potion   | Watering Can  | Cauldron  |

| ART   |                           |
|---|---------------------------|
| 1   | What is the object above? |
| Responses   |                           |
| <p><b>Health Potion</b></p> <ol style="list-style-type: none"> <li>1. health potion</li> <li>2. The object above is a potion, assuming I drink. Because of the tag on it I'm assuming it's meant to be a health or love potion.</li> <li>3. A potion of sorts, dealing with perhaps love?</li> <li>4. Health Potion</li> <li>5. A potion bottle</li> </ol> <p><b>Watering Can</b></p> <ol style="list-style-type: none"> <li>1. watering can</li> <li>2. The object above appears to be a colorful watering can. Because of the colors I feel like it can be easily broken or has somewhat magical properties.</li> <li>3. Looks like a watering can</li> <li>4. Watering can</li> <li>5. a water sprinkler</li> </ol> <p><b>Cauldron</b></p> <ol style="list-style-type: none"> <li>1. Cauldren (I think. It also looks like an angry dude.)</li> <li>2. I think it's a bowl/cauldron, I can't fully tell do to the lighting and texture. It could also be a weird planter box/bowl.</li> <li>3. the shape is very dark and hard to see greater detail, but either a cauldron (because of the potion-like earlier, as well as what looks like handles on the side) or some little buggy boi</li> <li>4. Cauldron</li> <li>5. a cauldron</li> </ol> |                           |
| Analysis  |                           |
| <p>Interesting that some users are thinking that it's a love potion. Yes, the hearts do signify love but it could also signify to users who play video games where the health are hearts (Minecraft, Zelda) where potions there give more hearts.</p>   |                           |

This is a untextured watering which can confuse some players. The good part is that they are seeing a watering can.

People are getting that it's a cauldron but also talk about how it could also be a enemy of some sort. HAVE BETTER LIGHTING IN NEXT PLAYTEST. However, user 2 talks about how it could be a weird planter of some sort. Users did look at the watering can first then the cauldron which may have biased this person to assume that it could be a planter. However, they did say it was a cauldron.

2

What would you do with the object above?

### Responses

#### Health Potion

1. splash it on the people that only have half a heart left
2. Depending on what it is and the situation I'm in I could drink it, use it as a lotion, throw it at someone or sell it. If the potion is slick breaking it on the ground could serve as a cool trap for someone.
3. I see a bottle (breakable) that also has a cork in it, so I would either break it against someone I love, or drink it myself. the heart tag on it leads me to believe it involves augmentation of emotion or vitality of sorts.
4. Use it to replenish missing health in a video game.
5. probably drink it

#### Watering Can

1. to pour water onto dinosaurs
2. I would probably not do much with it unless I had to water something in which case I would use it to water whatever I need to.
3. I would fill it with water then use it to water any delightful cute little plant friends I have. the handles seem the places to grab it by, and the spout-like feature looks as if stuff comes out from that end. the opening on the top leads me to believe that's where stuff goes in.
4. Water plants
5. i would water plants with it

#### Cauldron

1. POTION TIME REEEEEEEEEEEEE
2. I would brew potions or soups in it if it's a cauldron, or hide in it if I needed to. And if it's a planter box than I would plant something in it and water with with the watering can from the last image.
3. if its a cauldron, I throw in ingredients to brew potions and medicines. if tis a buggy boi, I either befriend it or fight it
4. Typically used in fiction as a means for witches to brew potions.
5. If i was a witch i would make potions and stuff

### Analysis

INTERESTING user 1 would only splash it on people who only have half a heart left. Meaning they want to maximize their potions the best of their ability by waiting until they are literally 1 hit away from death to give them the max health.

User 2 talks about using it as a lotion despite calling it a potion. To me lotion signifies that the skin needs something. So, they might think of the animation that plays when the player does the animation to use the potion. Throwing the potion at someone is aggressive action. Selling the potion is something we should talk about. Using it as a trap is something that will not be used. I do not think we want to hurt people so let us not afford the player to use it as a trap. However, using the potion to make a surface slick could create an interesting mechanic in the game with puzzles and what not. User 3 talks about their thought process of what the symbol means to them, augmentation of emotion or health.

Multiple users talk about breaking the potion usually by throwing it at someone. They are probably not part of our target audience. It would be interesting to see that type of mechanic in the puzzles. Overall, users are thinking that it is a health potion that gives health back to them.

Some users (1 and 3) talking about the watering can most likely got some implied rules since this was posted on the Ooblets discord server. In Ooblets, you water plants and those plants grow into friends that have dance off with other friends. User 3 talks a lot about the watering can and everything that they talk about is about what a watering can is supposed to be. User 2 most likely is not part of our target audience as they don't know what to use the watering can for. The farming aspect is kinda signified from the watering can. If they don't know how to use the watering can, then they are most likely won't be engaged from the game because that is one aspect of our game. Overall, everyone seems to get the idea that they would water plants with it other than Users 1 and 2.

Its interesting that User 2 now associates watering can with plant now. Overall, all the users get it's a cauldron that they can brew potions inside.

### 3 What type of game do you think about, using the objects above?

#### Responses

1. lego harry potter
2. Combined the game I think about is a game in which you play as a herbalist, planting and taking care of different types of herbs and plants which you then harvest to create potions that you then sell for profit.
3. I use the watering can to grow plants, that I then brew in the cauldron to make potions, is my best guess.
4. Fantasy (RPG)
5. A fantasy adventure?

#### Analysis

Users 2 and 3 do get the game that were trying to create. They are also the users that gave the longer responses compared to the rest. User 1 is interesting because looking at footage of potion brewing in lego harry potter (<https://www.youtube.com/watch?v=rBWQlwHHMco>) they use fruits to show what ingredients is in what's brewing.

Users 4 and 5 talk about a fantasy RPG. Multiple fantasy RPGs like Skyrim do have something similar, brewing and harvesting plants. (I don't know about growing plants). However, it thinks there's an issue with the question rather than the answers. I asked for the type of game not what they think the game would be. Yes, a question like that would create more cognitive load but it would give me a better answer.



## Summary

Users know what the things are and what they would do. Potion is a health potion, watering can is a watering can, and cauldron is a cauldron ish. The cauldron was confused as an enemy or something else because of the lighting. The last question got mixed answers because I asked for the type of game instead of what the game would be.

### *Questions*

1. How does the player interpret the art?
  - a. Everyone interprets the art to what it is. However, the potion was interpreted as a love potion but mostly a health potion. The cauldron caused a lot of confusion because of the lighting.
2. Does the player know what each art assets do just by looking at the picture?
  - a. Everyone has interpreted everything to what we would like them to do in the game. Except for the crate which caused some confusion which was changed during the playtest.
3. How would the player use the object in the picture?
  - a. Players were confused with the box because there was so much, they can do with it so, I decided to replace it with something else. The 3/8 users described using the potion to throw it. Watering can have a little bit of implied rules from the discord server I have posted it on about watering plants to make friends. Specifically, V0.3 of the playtest with users 1 & 3. The cauldron was confused by a lot of things but overall, players did talk about making potions in the cauldron. 3/8 users wanted to use it differently
4. How would players interpret the game by looking at the images?
  - a. Cause I said type of game in the question, it caused confusion and made some users answer the category of the game. 2/5 users answered with a genre, 2/5 users answered with what the game is. This needs to be changed for next playtest.

| <i>What Went Right</i>   | <i>What Went Wrong</i>   |
|--|--|
| Everyone interpreted the art to how we want them to interpret it.<br>Most users did want to do things that we want them to do in V0.3.<br>2/5 users did know what the game is from 3 images. | Some confusion on the cauldron because of the lighting.<br>The crate asset alone is not enough to convey to the user what they should do.<br>Asking what type of game confused some users. |

## Discussion

What to change/learn next playtest

I would like to test the crate but with harvestables next to them. Like orange or something. If possible, have the crate slightly open. This is to test if the players would want to put the harvestables inside the crate.

I would create another test showing 3 pictures of art assets and ask, describe the game using those 3 pictures.