General Information

CATEGORY	INFO
Game Name	*Chamomile Grove*
Version	*0.06*
Designer	*Mark Esparagoza*
Tech Specs	*Asus Zephyrus*
Player Count	*1*

Questions

Demographic

Time:	10/20/2020. 3:05pm – 3:15pm
Who:	One of my roommates who is a BAGD
Where:	Played on my computer.

Playtest Questions

1. How do the controls feel to the player?
2. Does the player have enough plots to grow all the number of plants that they want?
3. Does the game need more feedback and signifiers when the plant is growing?
4. Does growing the plant feel satisfying?
5. How does the player feel between the different growth timers?

Data

- Moves mouse to see if it does anything
- 3:06 – q moves the slot, but e does not
- E is to plant plants
- Looks like the player has a sombrero
- Button to start on
- Is the numbers for the slots the amount?
- 3:07 – falls off the edge

New game (Slow beginning, fast end [50 seconds first stage, 5 seconds last stage])

- Plays again focus on farming – mark
- Idk what double clicking on the farm plot does? Waters the plant?
  - In this build of the game, not watering the plant does not do anything and the plant still grows despite it not being watered. It is planned to have this.
- Consume whatever is inside (the slot selected)
- Why not big?
- Looks done but waters it some more because he can
  - Harvesting interaction was not implemented yet which doesn't provide much feedback for the player to know if it's done growing.
- Not interact with them, sad
- R goes slots e also does slots. Really does not like R because he says that he does not like R.
  - I do understand why it is not intuitive. Q and E and adjacent to each other which makes sense for the player to associate that with selecting the slots. Yes, E is usually used to interact with stuff in the game but, because Q is used to switch slots, it would make sense for the adjacent letter to be used as something to move backwards.
  - However, were not using keyboard for the game, were using the mouse.
- Used all herbs do not place them
- Point of herbs?
  - This build doesn't have it where the player's inventory of herb seeds will be removed when they plant a plant.
- Repeats watering them until plant is done.
  - The player probably thinks that watering the plant would make it grow faster. Even though this build doesn't have the watering functionality, this player still wants to water the plant.
  - Good, the player is associating the plant as a plant. They have a schema that it is a plant, and they must water it to take care of it. The visuals alone make the player feel the need to care for the plant. Not all the mechanics are in-place, yet this player still wants to care for the plant.

New game (Fast beginning, Slow end [5 seconds first stage, 50 seconds last stage])

- Is there any difference in this version?

- Shrinking does not have anything
- Not growing? Cause water? Or slower?
  - When the player planted a seed, they noticed the last stage of the plant was significantly slower.
  - However, even though the times were essentially the same, this player did notice the speed when the time to grow in the last stage is significantly slower. Meaning that players only notice the growth of the plant near the end of its cycle.
  - People only remember the things at the beginning and at the end but not the in between which could possibly explain why they only remember the end. My theory is that players aren't engaged with the beginning of the plants because nothing satisfying or anything of value is coming from it. **I would suggest** adding feedback so players notice when the plant grows (SFX and Particles) to show that the plant has grown. MAKE GROWING SATISFYING
- Keeps watering "not growing a lot slower"
- Maybe paying attention more this time
  - This point provides evidence that they aren't engaged with the plant while it grows. There needs to be more feedback when the plant grows.
- Looks done but doesn't know interact
- Wasd movement
- Watering done believe them
- Wants the gem
  - Yes, give me shiny thing.
- Wish closer to inspect them
  - This player is interested at looking at the plant in closer inspection. I think this player really likes the art of the plant or they want to see what they can pick up from the plant. Either way, the art is making the player very interested in what the plant is.
  - **Suggestion:** The attribute book gives more dialogue as to what the plant is. Give it some lore, description of what it grows, yes the attribute but how does it acquire that attribute? Stuff like that.
- Really wants to hit number pad to switch slots
  - Using controller
- Feels herb seeds needs to do something
  - Not implemented.

How do the controls feel?

- Control feels fine.
- Feels decent
- Wish character could move at angles
  - The version that this player played probably didn't allow the to move diagonally. Currently that's implemented in recent version as of 10.23 but the character doesn't look diagonally.

Is the number of plots to grow the plants reasonable?

- Seems fine, good starting point
  - I would like to see more plots as the player progresses through the game.

Plant Speed?

- No bar? Unsure.
  - The player would like to see more signifiers as to when the plant will grow to its next stage.
  - **Suggestion:** The player can have more signifiers as to when the plant will grow. I would like to add something where the player is near the plant, it will show how far it has progressed until its next stage.
- First felt fast to grow
- Second felt slow to grow
- Feels like Doing opposite would make him feel like the first is slow while the second is fast.
- Slow felt like plants
  - I am guessing the player associates slow moving or slow growing things with plants. Yes, plants take a long time to grow.
- If I do water then it should feel like the first but if he does not water, then it should feel like the second.
  - I agree. I think if a player cares for a plant then they should be rewarded with getting their stuff earlier than the plant.
- Not depending on which played first
- Slots should be number bar
- E goes right
- Space should be interacting
- Slot function for each thing (select seed to do seed stuff, water can for watering stuff)
  - That functionality is already being implemented. Select seed in the hot bar to plant seeds. Select the watering can water the seeds.
- Feels weird r and q

Slot function?

- E plants
- Have it on both spacebars.
  - Be consistent. Have all interactions be on the space bar or a single button.
- Slot for plant and slot for watering
- Idk for interactions for e.

Observations

Questions

1. How do the controls feel to the player?
   - The controls feel fine but not satisfying. The build this player played on probably did not have a diagonal direction to move. Older version of the game did not have a walk cycle or particle effect unlike current version.
   - However, the current build right now does not have the character looking diagonally when you move diagonally.
2. Does the player have enough plots to grow all the number of plants that they want?
   - Right now, the player says that it is a good starting point. All the prototypes aren't together so we can't say if this is a good number since we don't know how many potions of stuff that the player wants to create at a time.
3. Does the game need more feedback and signifiers when the plant is growing?
   - NO, it doesn't have enough signifiers. Players want to see how long until the plant grows and there isn't enough feedback to make growing plants satisfying. The only time that the player is engaged with the plant is when it is grown to its final stage which is when the pretty shiny crystals appear.
4. Does growing the plant feel satisfying?
   - NO, because it doesn't have enough signifiers or feedback to show when its growing. The only time that it is satisfying is when the player makes it fully grown.
5. How does the player feel between the different growth timers?
   - Yes, the player does feel the difference in the growth timers. The first one being fast, while the second one being slow.

*What Went **Right***	*What Went **Wrong***
-6 plots seem good enough although, the other systems are not implemented so we do not know how much plants the player may need when they want to make more potions. -Player want to care about the plant from the visuals alone. Without any functionality of watering. -Player care about the plant in the sense that they want more information out of it.	-There is not enough feedback when the player grows a plant -There are not enough signifiers when the player is trying to grow a plant. They want to see how far into the stage they have got through. -Moving the character didn't feel satisfying to move. -The player doesn't move diagonally.

Proposed Changes

1	Change	Add a bar to show how much a plant has grown until its next stage.
	Accomplish	Have the player feel like they are making progress on their plant and to make growing plants feel more satisfying.

I expect it to work

The player will be able to see progress when they see the plant without having to guess how far along it is in the stage. Currently is really hard to know how far along the player has gone through without seeing any real progress through the process that the plant is growing.

I expect it to not work

This player is probably not part of our target audience. There is a reason why farming games, like stardew valley, slime rancher, by not having this signifier allows for more player discovery and by having this information, it makes always care about the plant equally no matter what stage they are in. If I see one plant is grown more and another plant grown less. And I need to plant this plant, I would remove the plant grown less so I can plant that plant. I don't like that experience because you're not treating your plants with respect and to help relax you but to maximize the value from it.

2	Change	Give more flavor text as to what the plant has.
	Accomplish	Give more attachment and allow players to inspect the plant.

I expect it to work

Having more stuff that relates to the world rather than the game would allow the player to get more immersed in the world. Adding more lore and description other than, this is what attributes this thing has. I get to read the way how it became the plant it is or a strange story someone had encountering this plant for the first time.

I expect it to not work

Some players may not read this flavor text. However, that does depend on the player. Players who want to maximize the value from a plant is more likely to not care about the flavor text of the plant.