General Information

CATEGORY	INFO
Game Name	*Chamomile Grove*
Version	*0.1 Paper Prototype*
Designer	*Mark Esparagoza*
Tech Specs	*Asus Zephyrus*
Player Count	*1*

Questions

Demographic

Time:	11/5/2020.
Who:	One of my roommates who is a BAGD
Where:	Played TTS

Playtest Questions

1. Who is the player?
   a. Have they played farming games?
   b. Do they enjoy farming games?
2. How did each plant feel?
   a. A – Just watering the plant feel?
   b. B – Watering the plant then paying for a potion feel?
   c. C – Watering the plant but using the harvestables to grow the plant feel?

Data

End of the first plant (Air Plant) 11:30pm

Started with 3 Air plants

How did it feel?

- There were no visuals
- Do not get to watch the farm grow bigger or turn a barren wasteland to a green forest
    - Having no amazing visuals is what is making this player not enjoy this game as much. The whole reason why this player finds farming games appealing is because of they see a whole plot of land and see it get transformed to something beautiful.
- A lot of waiting
    - Having the timer makes the player less engaged in the game. They cannot do something until the timer ends even thought they know what to do.
    - However, some players do want that experience which is why people who enjoy farming games. They don't have to worry about what they have to do next; they know what to do and they can feel at ease with it.
- Most interested in sell value and the buy value
- Wrote 8008135 on the calculator
    - I was thinking of the next changes so this player was disengaged for a while to look up how to write that on the calculator.

Earth Plant | 11:32 – 11:42

Changes – Earth plant now needs 2 waters, 1 potion of spirit for it to be fully grown. (1 potion of spirit costs 1 money to buy.)

Started with 2 Earth plants

How did it feel?

- About the same. In-terms of the plant and growing it
    - Nothing interesting that is going on.
- I am missing the experience of tilling, watering, and the visuals of the plants would much prefer a digital prototype.
    - Still wants the experience of doing all the steps to set up the farm. Again, people who like that experience where its them changing the world that changes the look but also benefits them.
- Felt bad. Implementation of the earth plant felt worse to grow than the air plant because it costs more than air since the potion, I had to buy to grow it was more than the air plant.
    - Having players pay as they go along the plants FEELS BAD.
    - Players already paid for the plant but now they must pay as they grow the plant? Why do they have to pay for more stuff when they already had to pay for something else.
- The net profit for air is higher while the net profit for earth is lower.
    - Paying for more feels worse because now they are earning less than the air plant that doesn't have the player pay for anything.

- The potion of spirit increases the thing by 1.

Water Plant | 11:43 - 11:57

Changes – Water plant now needs 1 water, 1 potion of spirit, 1 air plant harvestable for it to be fully grown. (1 potion of spirit costs 1 money to buy.)

Water plant sells for 40, Earth plant sells for 15.

Started with 2 air plants, 1 Earth plant, 2 water plants.

How did it feel?

- Process of growing the water plant makes him want to have more air seeds for himself. The water plant has the best EV.
  - The water plant is more engaging for this player because of it gives the more money.
- They always want air, there is not a time where he does not want air.
  - The air plant is something that is used for higher level plants like the water plants.
- Want to stockpile air.
- Is planning to have a harvesting season of air so that he can do a season of water.
  - Interesting that they are thinking of having seasons to plant this plant so that they can build up to other plants.
  - I do like this strategy of having areas where they want to plant one plant just to grow another plant. It makes the player think like a farmer and do stuff like a farmer like growing crops in each season. Potato to add nutrients then corn. However, it is their agency that is making them do this.
- Earth is more viable but does not have any interaction with anything, so it is not as useful.
  - Earth is more viable but not as engaging as the other air or water plant. Air supports the water and water pays the bills.
- Plans around the air and water
- Wants a digital land scape
  - A digital land scape would be good for this player as they perceive the "Fun" from watching plants grow.
- Feels slow because of no timer, water then wait.
  - It feels slow because the player does not have anything to do during the wait time. All that they can do is just wait.
- Farm sim in-depth sim of it.
- More crops to be healthier
- Planning about different plant types
- Going off original stuff, buy air -> next plant to have decent profit margin.

Add?

- Buy them harvest?
  - Interesting suggestion but, I don't want players to buy them harvested as it might interrupt the game's loop/flow.
- Buy stuff as soon to rack up profits

- Buying and planting stuff
- Not comfortable with offset growth not as profitable.
  - Having the plants growth be offset might make players be less comfortable for players because of how much they have to manage and the fact that something is completed while other things aren't.
- Not all the profits or costs of all but did not buy shit to.
- Buying safest plant all times.
  - Why buy the riskiest and costing plant when the player could always just buy the safest plant.
- No reason to buy riskiest plant but buy safely.
- Planning your planting
- Add long not timed, then take their pace.
- Once feels safer then go to the next plants.
  - Once the player feels safer to move on, they might go to the next plant.

Observations

Questions

1. Who is the player?
    a. Have they played farming games?
        i. They have never played farming games before but, they do watch others play farming games.
    b. Do they enjoy farming games?
        i. They enjoy watching people play farming games.

2. How did each plant feel?
    a. A – Just watering the plant feel?
        i. Does not feel like anything. There is not no emotional attachment or interesting visuals.
    b. B – Watering the plant then paying for a potion feel?
        i. Same as A but worse because the player must pay more things as they go on their way to grow their stuff.
    c. C – Watering the plant but using the harvestables to grow the plant feel?
        i. Feels about the same but now the player is making more interesting decisions.

*What Went **Right***	*What Went **Wrong***
-Plant C was the plant that was the most engaging to this player. -Cause of Plant C, Plant A became more engaging because they were planning around Plant C with it.	-Plant A is the safe plant so, why would the player not get this plant? -Plant B is not that engaging because it doesn't interact with any other plants.

Proposed Changes

1	Change	Add crates (Have milestones for stuff in each crate which increases the sell price)
	Accomplish	Be closer to the digital game and to make the crates engaging.

I expect it to work

Players will now be more engaged in the crates because now as they accumulate more stuff in the crates, they earn more money. Giving them more incentive to grow more plants in a single amount of time.

I expect it to not work

Players will feel bad when they do not have the crates filled up to the max.

2	Change	Incorporate crafting
	Accomplish	Closer to digital game and to test for both systems.

3	PLANNED Change	Have plants be watered by specific potions.
	Accomplish	To make the act of watering the plants more engaging.

I expect it to work

Players will not have to use certain potions to water the plants making the gameplay more varied. Having certain potions to grow a plant will intertwine these 2 systems making them feel cohesive rather than separate.

I expect it to not work

It might take away from the relaxing experience since players now have to worry about what each plant's need is. They must be prepared that this plant will want this potion and this plant will want the other potion making the player feel stressed when they are growing and crafting.