Comments for Questions 6-8

Question 6. After playing our game, do you have any ideas or features in which we can improve or add to Gaia?

* Clearer Crafting Menu
* Individual feed of creatures
* Pinching to zoom out of creature
* More creatures
* Customizing the giant
* Interactables should contrast more
* Bug fixes (no description was put after)
* Visual feedback once the fruit is consumed by the creature
* Making the creatures more visible on the island

Question 7. What did you find to be the most enjoyable part of Gaia?

* Looking after the pets
* Crafting
* The life cycle of the creatures, from hatching to feeding them
* Planting the seeds to create the trees
* Relaxing game loop of picking berries
* Movement animation and growth
* The art styles
* Environmental art
* Levelling up stats
* Having these virtual creatures

Question 8. In your opinion do you have any ways in which we can increase player immersion?

* More interaction with the giant
* Customizing the giant
* More interaction with the creatures
* Fruit rotting (already been developed but not implemented)
* More reasons to care for the creatures
* More wonder (“sparkly stuff”)
* Creatures having fun behaviours like animations or facial expressions which are random
* Less time in the menu
* Adding sound (already working on)
* More animations such as watering the plants or feeding the creatures