

## Cat's Garden Quest (Version 2)

According to the playtesting comments, I needed to add more to the background of the narrative, which I did at the beginning of the game. There were also a few bugs I had to fix, like being able to finish the game without doing anything, which I also fixed. I made the garden visuals a little easier on the eyes and added more flowers to make it look like an actual garden. This helped with setting a bit of the backstory as well. Finally, I added another room with a different challenge for the players to complete to collect an item, so that the maze wasn't the only thing they had to do. This also helped separate the rooms the item types were in and allowed for the player to interact with the empty pot more and see more of the dialogue.

Specific updates:

- Made it so that the doors led to the puzzle rooms and not the end of the game (*direct response to feedback*)
- Added more flowers to help with the room theme and the narrative (*direct response to feedback*)
- Added another puzzle room to add more variety to the game and make it longer
  - Made it so the player has to try flipping different switches to see which one will open the barrier blocking the watering can
- Had the watering can in the new room rather than the maze so that the player was forced to do different things to obtain the seeds and the can as well as interact with the empty pot more (*direct response to feedback*)
- Added some animations