For Stardew Valley, we will be thinking about games as systems and gameplay loops.

1. What is the gameplay loop for a single day in *Stardew Valley*? What is the gameplay loop for an entire season (at least as far as you can tell from your brief playthrough)?

Many of the activities in Stardew's gameplay loop are introduced through the initial quests. Each day, the player wakes at 6am, and they will stay awake until they go to bed or pass out at 2am. Within the day, there are several tasks or objectives they can complete, most revolving around different ways to make money. The first and most likely objective is tending to the player's farm, harvesting grown crops, watering growing ones, and hoeing and planting new ones as needed. They may also clear out the farm by removing wood, stone, and fibers, clearing fibers. Besides farming, fishing and mining are the next most common tasks. There are also side objectives like growing a relationship with the townsfolk by conversing or gifting. Factors such as rain, luck, and seasonal events may influence or break the typical gameplay loop. The game follows a year loop with 4 seasons; spring, summer, fall, and winter. Each season has 28 days, and affects the weather and which crops are in season.

2. Choose one game object (a plant, a character, an animal, etc.). Create an outline (like we did in class) of its properties, behaviors, and relationships. Discuss the significance of this object to the gameplay structure.

Daffodil

- Actions – can forage, store, gift, eat
    - May increase, decrease, or have no effect on friendship points depending on gift recipient
    - no energy provided one eaten
    - with the right foraging perk, the player may pick up 2
- can be grown from spring seeds
- can sometimes be purchased in shops
- gives foraging xp
- may have different quality
- is used in a foraging bundle
- can be used to dye clothes
- can be put in a seed machine
- used in some crafting recipes

As a spring foraging item, the daffodil is likely of the first items that the player picks up. Its description reads, "A traditional spring flower that makes a nice gift." The

suggestion subtly prompts the player to try the gifting mechanic, which will vary in success depending on who they choose as the recipient. It helps introduce the player to how the foraging and gifting systems work.

3. Look through this introductory modding guide: https://stardewvalleywiki.com/Modding:Modder_Guide/Get_StartedLinks to an external site.

What kinds of mods would you want to create for Stardew Valley? How might you begin to approach making this mod?

After playing Stardew for many hours, I would create a mod that adds new NPCs to the game, that each have their own stories and relationship progression. Alternatively, I like the idea of a mod that progresses the lives of the current NPCs and expands their stories further. Many of the characters have aspirations that get put on halt permanently as the game years have no real meaning beyond a few factors (such as the arrival of Kent).

To add new NPCs, I would begin by taking a look at Stardew's current NPCs and seeing what niches are not being filled, or what characters can add new aspects to the game. To expand on the current characters, I would focus on keeping them in character and write their stories with Stardew's particular magical realism.