Simmer Playtest Notes

Using README Document

<https://docs.google.com/document/d/1P-XRiMWB8B6KGi3lirukFBf-5mS2T8PCQ92A7-Evx0s/edit>

February 24th, 2022

Observer: Ian Richardson

Player: Avery Weibel

Started: 5:20 PM

Ended: 5:54 PM

# Tutorial

- Confused whether or not they could move around in scene to practice

- Context behind tutorial somewhat confusing as in, how is the information applied in game

# Playtest Notes

* Volume changed immediately
  + **Volume at start was too loud, possibly start lower**
* On load, a bit unclear still
  + **Thought first screen was tutorial space, unclear initial presentation of game screen, requires backtracking of game instructions**
* Clicking on stove vs plate being close
  + **Solved by interaction highlight(?)**
* Right click feels odd
* Recipe book intermediate
  + **Stove is clicked on, cannot access recipe book. Potential need for an “always available” feature or indicate steps in a smaller way while cooking**
  + **Recipe book window fully scalable and draggable**
* "Cream cake as an ingredient?"
  + **Potentially Confusing categorization of partially finished item**
* Base Value and Utility are confusing
  + **Good system to keep, description can be conveyed better**
* Bookmark?
  + **Clarify in game or repurpose to intermediate recipe book?**
* Enjoyed recipe tree (skill tree)
* Pantry vs Fridge confusion
  + **Instructions need updating**
* took a while to figure fridge
* Navigating the recipe book felt awkward in terms of too zoomed in and getting lost
  + **Get specific feedback at next test, potential scale change**
* Did end up finding door to outside
* Moving while talking to NPC
  + **Freeze character during dialogue**
* Temp assets really detract from immersion
* Tried to get vanilla, flour and oil
* Purpose of holding item in question (character in world space holding)
  + **Disconnect from dragging interaction, need to be holding item(?)**
* Feedback from mixer not working or incorrect mixture
  + **Indication for invalid entry or dead item needed**
* Number of slots for mixer seems unclear
* Found egg after talking to all 3 NPCs
* Leaving UI menus by instinctively using ESC/TAB
* Bug -> Chicken + Spice arrangement quick succession (clicks) and consumed ingredients
* Bug -> Right click interactions are still allowed in recipe book canvas
* New supplies at store is interesting, but is not made clear
* Baked the chicken!
* Purple line in recipe book not as clear
* Not a lot of feedback in the game -- MORE feedback --> hover over items, sound queues, or reactivity

# Questions

1. How does interacting with the appliances feel?

Single menu appliances having a hotkey to leave or x to leave

Recipe book felt okay without hotkey to leave (more complex)

1. How does the drag and drop feature feel?

Drag and drop felt good

1. Did you finish the cake? Yes or No: How did you feel about the process?

Confused getting bearings

No self motivated goal -- a reason for making the cake

Not sure how to deal with question mark on recipe

Farmer's market made clear

Easy access to recipe would be nice while using other appliances

1. How does it feel interacting with the recipe book?

Recipe book is fine, no issues with layout or utilization

1. How does it feel interacting with the shop?

Expect to drag items from the shop (like everything else)

1. Does the scaling of visual assets feel okay?

Not entirely sure why items are held, doesn't feel functional

Physical relation to where you are and what appliance you click on

1. What is something you enjoyed about the current build?

Being able to make something not explicit and experiment

Coming up with a recipe felt good

Question marks for ingredients felt nice, so much so, that potentially silhouettes for undiscovered recipes (pasta with a black silhouette)

"Doodle God" as reference for crafting and combining items

1. What is something you wish would be in the game?

More reactivity and feedback

Underlying motivation for the game