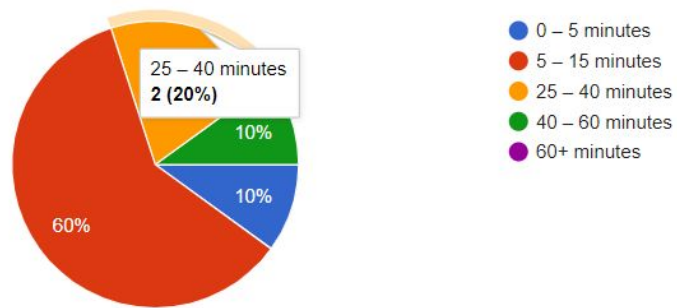


## Survey Answers for “Evergrow”

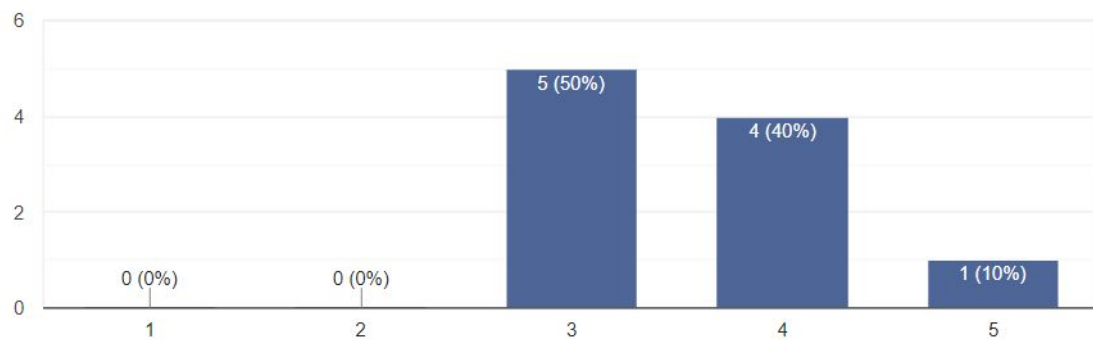
How long did you play “Evergrow” for?

10 responses



On a scale of 1-5 (1 being the lowest enjoyment), how much fun did you have with “Evergrow”?

10 responses



What did you find the most/least fun about "Evergrow"?

9 responses

I like the core game loop of killing enemies, collecting resources, and planting them to help grow the tree.

My only gripe is I'd like to see that gameplay loop explored a bit more. I don't recall all the things you were hoping to add to the game, but I'd like to see something more centered around the tree, like possibly defending it. It does seem like you're heading in that direction though, so that's good.

Enemy Variety, Phallic Plants!

Monsters were fun to fight and it was a little challenging to avoid getting hit, but I feel like the game is short so I'm looking forward to some more areas to explore

Most fun = laughing at penis plants with friends, least fun = having to move my hand from controls to click the dialogue with the mouse instead of using key actions.

The most fun was exploring, the least fun was the combat

I think the most fun I had with the game was just seeing the weird plants that would grow and trying to dodge around the enemies in the area. However, because the drops

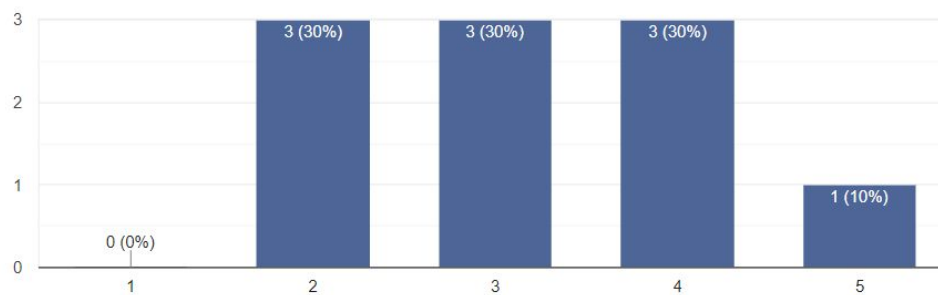
Least fun were the bugs. I got stuck in multiple ladders and corners, stuck under the map, and the fact it crashed my whole computer after roughly 15 minutes of playing. As for the most fun, I loved the planting mechanics because they give you a reason to go and defeat the enemies, as well as the variety in their designs and how unique each one of them is. I really liked the artstyle and ambiance, and the inventory and visuals are interesting for the user.

I liked the art, and the jumping around was fun, but I was really confused otherwise

Killing the monsters, I really enjoyed it.

On a scale of 1-5 (1 being unintuitive and 5 being very intuitive), were the controls and user interface (aka, the inventory, health, etc.) easy and intuitive to use/understand?

10 responses



If it is unintuitive, please describe below what you would change to make this information more understandable to the player.

9 responses

Get rid of the percentage for the health bar and just have the hearts. When you lose health, have an empty heart sprite to show that you're missing a certain percentage of that heart. This would make it easier to understand.

I think changing the item usage / combat a bit would suit the game well. It'd be nice if you could just press a button to have your hoe / watering can "active" and click on as many tiles as you wanted - perhaps with a waiting time between uses - instead of having to press the button each time.

Combat with flowers on ceilings was very difficult, too, so perhaps changing combat in some way to better accommodate that would be nice. Movement controls felt fairly smooth, although a little bouncy to me.

More prompts on how to take actions in-game

Remove the mouse input entirely from the control scheme and have key input progress dialogue. Use character positioning to determine which plot is used for planting. I.E. stand on the block you want to act on.

I would like to see a text box describing what the item is when I either select it or hover over it

It was easy to understand the actual inventory and the health of what you were fighting, but it was unclear how much damage everything did to you? I know there's a percentage, but the hearts imply every hit does the same damage, so I'm not really sure why that's there. It should be one or the other, if you're using percent, maybe make it a bar or something.

We really need a tutorial here. I spent around 10 minutes figuring out how to even plant the seeds or what I was supposed to do. While the story helps for the most part, I completely thought you could plant them in the first plot of land you found when you cannot do this. The players at this point will be new to the game, so they will need guidance on how to use mechanics, tools, and on how to do what they are supposed to do. Another thing I got confused by is that I thought you were to plant the seed they showed you, not the ones the monsters dropped. Again, explanation would help a lot here. Take advantage of the signs you have lying around the world!

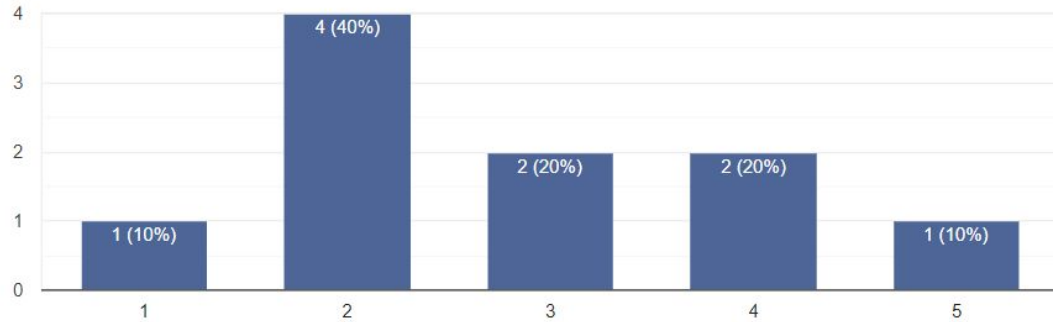
in game dialogue explaining how to plant a seed.

I thought the signs would give me a tutorial but I accidentally skipped the text and couldn't figure out what to do so I stopped playing

I feel there should be an easier way to click the continue button, but apart from that it was good.

On a scale of 1-5 (1 being “always confused” and 5 being “never confused”), how easy was it to understand the goals of “Evergrow”?

10 responses



If the goals were unclear, what would you suggest changing in order to make it more clear to the player?

7 responses

My only source of confusion was the main tree itself, initially. I thought I had to till the land / water it at first, and was also confused when I wasn't able to till the soil around the main tree. It'd likely help if you devise a system or way to show that the player cannot interact with those soil tiles.

More explanation in-game on what the end goal is

First, I would make the ground at the start of the game also interactable to let the player know that those blocks are important. I tried tilling/watering the ground but was confused by my inability to actually process the soil. Second, as far as dialogue goes, maybe give the player a reason to want to grow the tree, or even that planting other things is what makes the tree grow in the first place. Maybe describe how the tree might be made to grow into a ladder you can use to escape the cave.

It took me a long while to realize that planting things was what was growing the tree instead of just time passing. I thought the text saying that the tree grows stronger was referring to the thing I planted being fully grown. After planting 3 I realized that the objective was to plant stuff to get the tree to grow larger, but then the tree stopped growing and there didn't seem to be a way to win. I expected the signs to give me hints about what I'm supposed to do but you couldn't interact with them.



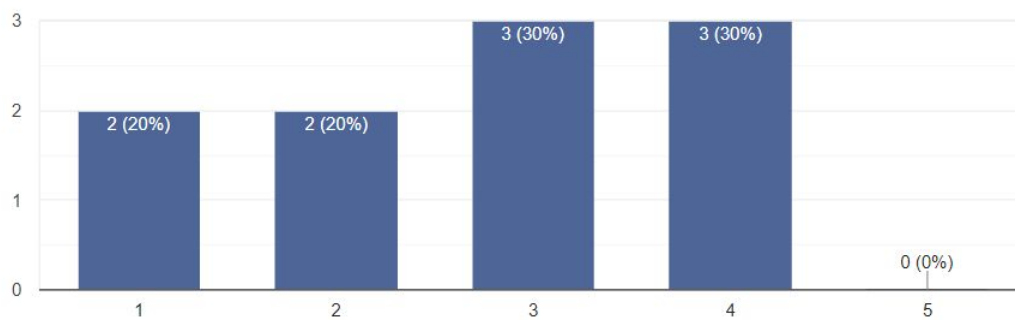
I get the premise is to plant all the seeds to grow the big tree, but I got that from your general explanations and the control explanation. A bit more of that should be in the actual game as its a bit vague right now.

I knew I had to help the tree grow, but that was it. Stating directly what you must do, be it through the text dialogue or through the signs (which would be immersive and give them an actual reason to be there).

Can you have a pop up on screen with your current objective or just something saying where to go and/or what to do? It would help a lot

On a scale of 1-5 (with 1 being not interesting at all and 5 being very interesting), how did you find the dialogue and dialogue system in "Evergrow"?

10 responses



Related to the previous point of confusion, if our dialogue system wasn't helpful enough, what would you suggest changing to improve it?

8 responses

Although I wasn't confused by the dialog, I would suggest placing some sort of background behind the text to make it more readable.

Use of Space Bar to advance quest objective, disable character movement while in dialouge

Dialogue was very minimal

A little more context into what you're doing and why would be an important addition, and making it so you can press a key to progress the dialogue instead of making the player let go of their movement keys to click a mouse. You could also set the dialogue to auto scroll after a short time.

Have the signs give you hints and story elements when you click on them. Also maybe introduce the sapling in the beginning by giving it a specific name (Star Tree or something like that) and keep referring to that name instead of just saying the generic: "The tree grows stronger."

Really just adding more dialogue, especially making the signs readable to provide a tutorial of sorts. The system works otherwise, it just needs to be used more.

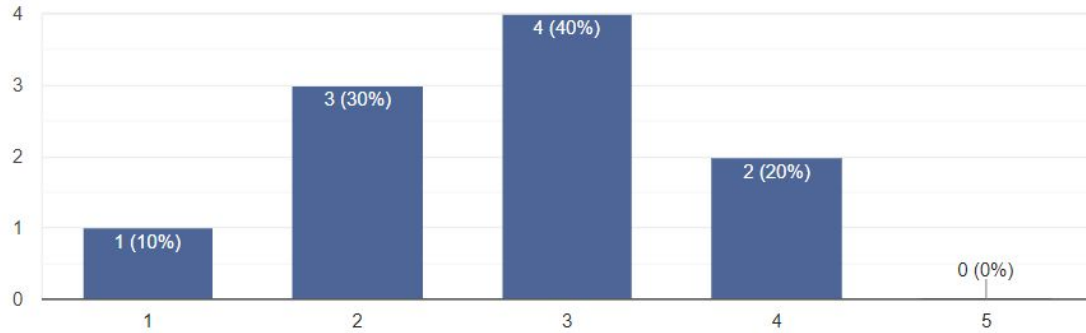
It was nice, but my only problem with it was that you have to use your mouse to interact with it. I'd suggest putting an enter key shortcut to jump to the next dialogue. Aside from this, the aforementioned point needs to still be taken into account, as utilizing the dialogue to tell the player what they're supposed to do would avoid confusion.

Please add text to the signs please, I couldn't figure out what to do with the seeds from the game alone

On a scale of 1-5 (1 being the lowest score), how did you find the combat, in terms of how fun it was to play and how fair it was?



10 responses



What would you change about the combat system, if it wasn't satisfactory for you? For example, adding more weapons, enemies, changing the health system, anything in that department.

9 responses

I think this is the area where the most improvement could be made. I had a great deal of trouble trying to kill flowers on the ceiling. It was also a bit confusing at first to press the attack button and not see an animation, although the enemy health would still update because I was still dealing damage behind the scenes.

I think a great improvement would be having the combat system work based on the mouse so that players can control the exact direction of their attacks. Plus, a ranged weapon would really help deal with ceiling flowers.

Not very compelling, Animations glitched when attack key is spammed. Attack animations do not work while moving either. Perhaps add a ranged weapon?

Only using the hearts as your health bar and skip out on the HP %

Obviously since the game is in a prototype stage feedback is limited, but the only things I saw that 'need' to be improved are the animation timings and hit box/collision detection. I was able to kill enemies faster than the attack animations would suggest as well as from higher or lower elevations. With how simple the mechanics are at this time there is currently no way to avoid damage since animations are limited and attacks are solely melee focused.

The combat felt stiff and the enemies never reacted to being hit. I expect the nonstationary enemies to be knocked back and for there to be at least some kind of animation or color indication that the enemies, stationary or not, are being hit. In the combat mechanic, itself, I just end up smashing the weapon button to drain their health and most of the time the combat animation isn't even going off. All in all, there needs to be a lot more interaction, responsiveness, and flow to make the combat system enjoyable.

Because the character is very floaty and there isn't really any special sound effects or particles for hitting and taking damage, the combat doesn't have much impact overall despite being functional. If you were to add those things, I think it would be really cool, though. Also, you could totally add more weapons, like a bow or a blowdart, those would be cool, since there's no ranged weapon right now.

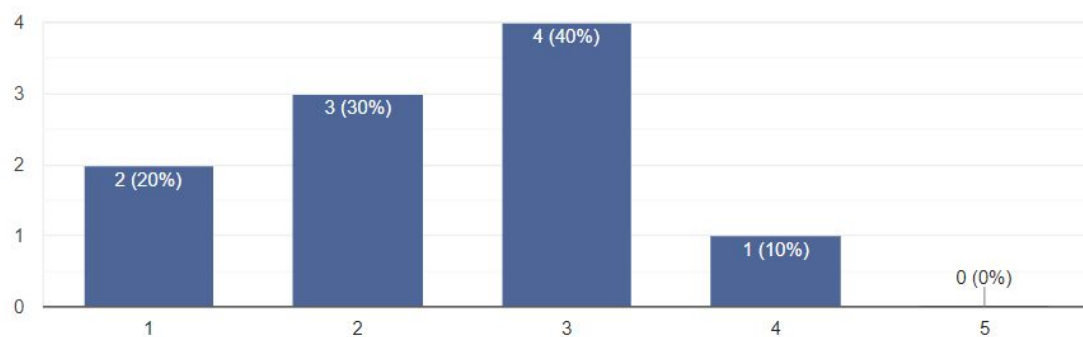
I liked it, but there was no real way of dodging attacks so I had to wait until my hearts regenerated to be able to go and do more things. This aside, adding a damage indication on your character (such as turning red or displaying a symbol) would really help, as I didn't notice how low my health was until I actively looked up at it and found out I only had 6% left. Also when you die you should probably lose your items or even have a set ammount of lives, because there is no real incentive as of now to actively avoid it.

would like something to kill mobs on the ceilings

The animation kept getting cut off but I could keep hitting them, you should probably make it so you can only attack again after the animation finishes, maybe also add a bow cause the dudes on the ceiling are like impossible to reach

On a 1-5 scale (1 being very easy and 5 being very hard), how difficult did you find "Evergrow" as a whole? This extends beyond just the combat system alone.

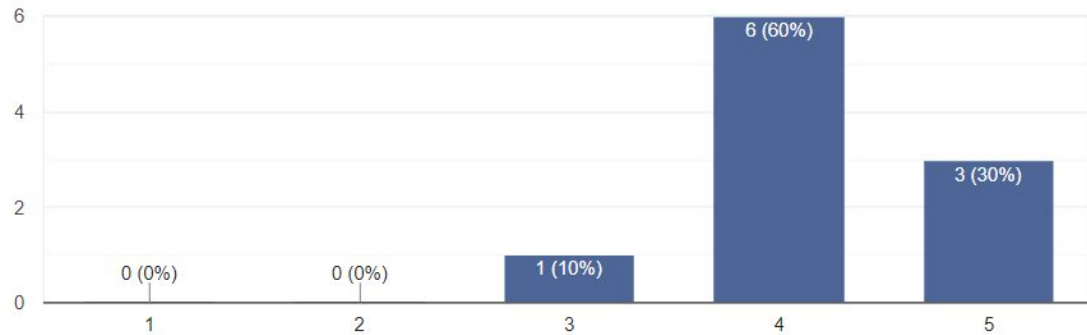
10 responses





On a scale of 1-5 (1 being bad and 5 being good), what were your thoughts on the game's overall art style?

10 responses



What would you do, if anything, to improve the overall art direction of the game?

7 responses

Honestly nothing. If you guys made all these assets yourself I'm overwhelmingly impressed. Even then, I think the art all fits together nicely and is pleasing.

Overall very nice, however maybe a bit too close to Don't Starve.

I would scale down the size of the plants so that they do not take up so much screen space and don't overlap with each other when planted.

Exploring was the best part of the game so just adding more areas with new varieties would make the game even better.

I think overall it's fine, the background could use being remade though to match the rest of the art. Otherwise good! I get if you don't have time to do that though.

Firstly, stick with a style. Right now you have a mix of pixelart, vector art, and a style influenced by Don't Starve in your protagonist. As much as I enjoy the artstyle of that game, you should refrain from using it because it could be infringing copyright. You also have clear, clean lines with cell shading, contrasted with pixelart, which does clash greatly. That aside, I do think the artstyle has great potential. We have a great palette of colors and the plants you do plant are eye-catching. Everything that is important are points of focus because of their bright colors, so it is easy to know what you have to do. The change in atmosphere is helped by the hues you chose to employ, although personally I would make the grass darker, as right now it is almost unnatural green. Adding some slight tints of yellow will also cause it to stand out even more from the cave, as yellow is the complimentary color to purple, which you used in it. I'd also use the same type of artstyle you choose to settle on in the title card and buttons, as this helps keep cohesion.

I liked it but the background looks weird next to everything else

While we do have a few systems in place in the game such as the combat, planting and growing crops, and a base for a story, what would you suggest adding to the game to help increase the "fun factor" (as in, what can be added to give the game more interactive elements that would be fun to mess with?)

10 responses

I think having some sort of system where you not only have to nurture the tree but protect it from external dangers would be fun. Perhaps after crops are grown you could harvest them, sell them, and buy fortifications to better help protect your tree. If this is the case, you would need to greatly slow the rate at which the tree grows and perhaps base it on a different system, such as number of days survived.

I think it'd also be neat to flesh out exploration by adding a bunch of hidden journal logs that shed more light on this bizarre underground world. I'm entranced by the visual aspect of the game, and a solid backstory would really sell me.

The Farming system could home on nearest block rather than having to target the block itself, since the targeting was a little buggy.

Changing music throughout the area

The ideas are all there already, just fleshing them out with more detailed animations and fine tuning the collision detection, especially with the ladders, would go a long ways.

Interactive signs to fill in story and give hints, more clear understanding of the objective, a congratulatory or win state so you know when the tree is finished growing, and a rework of the combat system

Well, maybe if possible try to incorporate some puzzles to unlock certain areas in the game that have the seeds in them? I know you all said you originally wanted the seeds to grow from solving what drops helped them grow, that could be cool. You could also add some items that let you platform in different ways, like maybe a leaf that makes you fall slower to cross larger gaps, or a super jump that launches you straight up. If you're going to focus more on the exploration, make it more interesting!

Do something more with the tree! After planting four plants it seemed like it had grown fully. Why place such importance on it if nothing is going to happen with or to it? What is its purpose? And what is the story of our character? I like the direction the game is taking, but I would definitely also work on the storytelling of it. Videogames are compelling because of the stories they tell, and it doesn't necessarily have to be anything super complex either, or with stunning visuals. Gris, Limbo, Phobia and other platformers like them all do storytelling in side-scrolling games, if you are in the need of some inspiration. Adding more types of enemies and plants would also be great, especially with the introduction of a new area. Maybe you could even breed the plants you grow and get new weird mixes of them in the future!

something rewarding after clearing an area of mobs, and example could be if it were a desert biome after clearing an area you could unlock some source of water that flows back to the tree or one of the nearby fields you plant in.

Please add a proper tutorial please

I would add more crops, and if you kill the monsters, let them drop you special items, like swords to make it more fun.



If there were any significant bugs that directly hindered your playing experience, please describe them here and we will address them as soon as possible.

8 responses

I went under the ground twice in the game when I missed a jump, fell in a pit, and respawned.

I also had issue climbing up various ladders sometimes. It seemed this issue presented itself only on portions of the ladder that interacted with the solid platforms.

Collisions with ladders/terrain are buggy. Inventory pickup is buggy at times, and the items phase through terrain making them unobtainable.

I had a problem with the ladders, but I think that was already mentioned

Mostly just collision detection issues that would occasionally stop me from ascending/descending ladders.

A lot of the time I couldn't get up ladders because I would get stopped by the land

Nothing really major to note, as far as I could tell. The only thing I saw was in the Discord someone mentioned that you could fall indefinitely if you went through a particular tile, so beware of that.

I got stuck on more than just the two ladders, and while able to climb most, my biggest problem was that I couldn't jump after being on the platform if I was standing on top of the ladder. I also found a bug where I was able to jump incredibly high after killing a monster and jumping on where the item drop was, to the point I could jump onto the top platform without needing the ladder. I also fell once and instead of dying, I ended up stuck on the bottom of the screen and couldn't do anything aside from closing the game and reopening it. I was stuck in many corners as well. If I walked up to them and tried to jump, my character wasn't able to jump high enough to be able to get onto the platform. The spitting flowers drop nothing after killing them, but I'm not sure if this is a bug or if it was intended. My character also experienced movement glitches where he'd move a bit back from where he actually was, flickering between positions. And finally... after I grew some plants, the game fully crashed my computer. I had to do a force restart. This happened on one of the top platforms after planting three or four different plants on the same plateau.

The reason I stopped playing after 4 minutes was I got stuck in some ladders and then stuck in a pit so that wasn't cool



Any additional comments or concerns can be written below:

6 responses

It's a damn crying shame that you experienced development hurdles between the project pitch and first playable presentations. Since this form is private, I can honestly say that out of all the builds I've played from our classmates so far, yours is by far the strongest. I sincerely hope you all keep it at it, because the foundations here are so solid you could build a mile-high skyscraper on it. I eagerly await your final build.

Also the music fit the game well.

The "Backpack" UI is intrusive, a nice touch but maybe stick to a hotbar, and have an "Openable" backpack as a larger inventory system. Lower the volume, or give an in game options screen for it.

Lower the music volume (or add a volume slider)

I hope you all are doing alright! Sorry you weren't able to complete your original idea but I think you're still making a pretty cool little platformer collectathon type game. Good luck!

I really think this game has potential, and aside from the critique, it runs smoothly, has nice visuals and music, and if it wasn't for the current lack of content (as it still is in development) I could have easily spent over an hour playing it. It is entertaining and compelling, although I do wonder if there is more to it and its story than just collecting seeds and planting them. Keep this on mind as you continue moving forward!

I didn't get far but I mean this is a prototype so I think it can be cool if you polish it some