

Tilbakemeldinger

Bakgrunnsfargene gjenspeiler hvor nyttig vi fant tilbakemeldingene. Beskrivelse av hver kategori er gitt i metode-kapittelet av hovedrapporten:

Veldig nyttig	Nokså nyttig	Nokså Unyttig	Fullstendig unyttig
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Offentlige tilbakemeldinger

Confirm knappen på quest 3 fungerer ikke med mindre du har fullført oppdraget. Ingen annen måte å komme seg ut av dialogboksen på, så må refreshe vinduet og logge inn på nytt for å komme tilbake til resten av spillet.
High scores based on total worth.
As we are getting wood and planks and nails, construction would be cool.
A chat/social tab where players could talk to each other would be fun
Notification on the tab, just a ! infront of the name to see that something is done and ready to be picked up.
The price is, and should be 10k for the second patch.
Sold 50 lettuce and received 0 gold, i think.
Maybe it take less times for bread?
Change the default value for crafts to MAX instead of 1. Having to click MAX every time feels like an extra step of unnecessary busywork as it will be the default option in most situations, while preparing smaller batches will be less common. The most common choice should be the default. This is particularly noticeable and frustrating for the mill, and this one could possibly be turned into a one-click station like the farm plots (at least for flour, I don't know if this changes as you unlock new seeds), as the timers are comparatively low.
If you haven't finished a quest yet and click confirm nothing happens. I think there should be feedback to user like not finished pop-up or something
Could really use some more end-game content. I already have all the upgrades and now the game is just grinding coins..

Veldig nyttig	Nokså nyttig	Nokså Unyttig	Fullstendig unyttig
8	2	1	0

Private tilbakemeldinger

sliter også med at tiden på ting ikke holder følge når jeg er lenge i andre faner, men bare regnet med at det er chrome sin feil?
hadde 470 lettuce, høstet og gikk ned til 460?
Symbolet for mel forsvant {bilde av feilen}
Jeg kjøpte et frukttre, men det skjer ingenting jo. Jeg har jo ingenting å gro der.
gi meg flere quests. Gjorde ferdig Quest 2 ved å selge sverd, så vart det slutt
omg 150 coins for et jeskla eple
Synes starten er veldig treig, spesielt når jeg skulle kjøpe tree patchen for 125 først, og så måtte jeg vente enda 150 for å kjøpe det første eplet. Så lærte jeg at jeg må vente enda 12 timer for at det skal skje noe mer. 😞 Kunne probably gitt 1 eple for free første gangen, bare for å speede ting opp litt. På samme måte som at mina kom med litt iron fra starten av. Bare for å bli fortere kjent med prosessen om ikke annet.
kommer det noe automatisering etterhvert?
Det ser ut som jeg er nødt til å kjøpe et nytt eple når jeg kjøpte et nytt plott for trær Før jeg kan kjøpe fersken igjen.
hva er planker til?
her har du feedback: feedback systemet er whack {bilde av feedbacksystem, det er whack}
f**k wheat føles veldig rart at jeg ikke skal plante agurk etter jeg har fått det og å gå tilbake til å følge med hvert minutt er IKKE en god spilleropplevelse
og føles litt baklengs at appelsiner tar 30 min, men er vel bare vant til at bedre ting tar lengre tid
trenger man å ha 200 epler på seg for å oppgradere til fersken? selv om tallet henviser lifetime antall epler?

en av mine to iron ingots forsvant på mystisk vis... rart	
hvete har vel allerede blitt obsolete? å tjene 500 på det er drøyt intensivt	
hvor mye er en iron ingot verdt? ikke så smart å teste det selv hahaha interessant økonomi	3 gull
hadde vært digg å få ting fortløpende. hvis jeg setter på 10 mel må jeg vente i fem min før jeg får det, som er kjipt hvis jeg f eks har 29 fra før	
ser ut som quest 2 ikke fungerer "confirm" knappen funker ikke er kravet 10 coins og ikke 1 mine? Ikke bra	
på tipset etter quest 1 burde det stå there's, ikke theres	
hadde vært nice å se timere på møllen uten å måtte klikke på den og en "max" knapp	
første vegg møtt, 50 flour. det tar litt tid der jeg må følge med hvert minutt	
hvis wheat er viktig senere i spillet, og det alltid bare tar ett minutt, så er det litt teit	
fikk beskjed om å fortsette til neste quest..... og så var det ingen	
{bilde av dialogboks der det står "You dont have 0 apple"}	
oppdaget en mulig bug hadde solgt et sverd til villagers, men den registrerte ikke at jeg hadde solgt et sverd, bare at jeg hadde et sverd i inventoryen min hadde to sverd, og solgte ett for å gjøre questen	
kan også være en idé å legge til en timer på minen som sier hvor lenge det er til du får neste iron ore	
Når spillet spør om å uproote, er "yes" og "no" med liten forbokstav	
1 time va ganske voldsomt plutselig så va d lite å gjørr på MoR :P	
Litt vanskelig å skjønne hva man skal. F.eks. Når man skal trykke på noe så kunne det kommet collect i stedet for confir. Og kunne kanskje hatt ting mer på linje? Siden man må skrolle for å se om melet er ferdig. Og på hveten så forsvinner bare tiden når den er ferdig, da burde det kanskje stått "finished" eller "ready to be harvested" eller liknende, siden det står finnished på melet og bakeriet.	

Burde kanskje gått an å samla inn ting etter at en og en ting blir ferdig. Eks. hvis du lager 2 brønd burde det første brøndet kunne hentes etter halve tida

Veldig nyttig	Nokså nyttig	Nokså Unyttig	Fullstendig unyttig
9	19	3	0

Brukertester

Testgjennomgang 1

Savner tooltips på questet for å skjønne hvor han må gå for å gjøre de gitte oppgavene

Savner en endring av hvordan man selger items. F.eks. ved å skille ut to kolonner hvor en kan kjøpe items ett sted og selge ett annet. Annen løsning er å legge selg knapp på hver item

Synes bakgrunnsbildet er misledende da det ser ut som pila peker på tab bar på telefon

Savner tooltips for å komme i gang med spillet

Confirm button på quest burde ikke være der eller være grået ut når en ikke kan gå videre

Brødet i Villager tab ser ikke ut som den kan trykkes. Spesielt om en har vært innom inventory og trykket på items uten at det skjer noe. Burde ha en mer intuitiv måte å selge items på

Veldig nyttig	Nokså nyttig	Nokså Unyttig	Fullstendig unyttig
2	4	0	0

Testgjennomgang 2:

Slet med å forstå utførselen.
Samme ikon på frøboksen for hvete og bilde av ferdiggrodd hvete.
Skrive 'Time:' ved tiden som prosessene tar.
Litt kjedelig. Bygge spillet som en by i stedet for?
Merke tab'en i nettleseren om at noe er klart.
Kanskje endre farge på tab'baren
Spillet er litt uoversiktlig.
På PC brukes plassen dårlig og komponenter burde omstruktureres
Buy seksjon burde fjernes til en skal kjøpe noe.

Veldig nyttig	Nokså nyttig	Nokså Unyttig	Fullstendig unyttig
1	4	4	0

Sammenlagt:

Veldig nyttig	Nokså nyttig	Nokså Unyttig	Fullstendig unyttig
3	8	4	0

Tilbakemeldinger samlet inne i spillet

Første spørsmålssett, et par timer inn i spillet

How did you do in the beginning of the game? Did you feel that it was hard to get started? Was there anything that you struggled with?

1 coin????????????? fyfan det er dårlig
Gikk bra, slet ikke med noe.
Nothing was hard
I did fine. Very simple and understandable instructions.
Not hard at all!
Nothing comes to mind.
It takes a little time, but that's fine. Perfect game to play while i'm listening to a podcast or something like that.
It's possible it's because i'm a bit tired, but perhaps clarify that you need 30 flour for a bread, since the baker takes half?
Its not hard but harvesting times are longer than i expected.
From discord Bread quest is long No
Annoying to go back and forth between the quest instructions and the page with action.
What I needed to do was very clear and intuitive for me. Did feel pretty slow tho. Expected something new to do when I got that first bread, was disappointed.
very well thought out, understood fully in about 10 minutes of play. slow to start, which i feel is good in a game, i like a game that takes time to beat
Getting first bread was hard but I like some grindy gameplay so it's ok
Tutorial too long

Did you have any trouble selling your bread to the villagers?
really kun 1 coin??
Ikke egentlig, fant ut av det fort.
Nope
None whatsoever.

No.
Nope, they liked it.
No
no
No
nope
No
Nope

Is there anything in particular you like about the game?
ikke at jeg bare får en coin for dette
Ideen
Quick and easy
I can see it becoming addicting, and also there are probably many possibilities to expand the game.
it's peaceful and quiet, and so far i haven't encountered anything that punishes me for waiting too long or anything like that, which is nice.
Clean
i love Browser idle games
theme/colors/images are nice mechanics are easy to understand
It was very clear on what I needed to do, and quests didn't feel too intrusive, having them as a separate tab, and not as an annoying popup worked great imo.
well thought out
Artwork is nice
There seems to be some kind of depth

Is there anything in particular you dislike about the game?
at jeg kun får en coin
Litt kjedelig utseende
Too slow start, maybe quicker at the start and slow down as you go.
Maybe the design of the boxes? A bit to hard and clinical for my tastes.
So far? Not really.
Long harvesting times
No
game loop is slow even at the start. it takes too long between times that I can interact with the game in a meaningful way
Feels too slow, and I wasn't even rewarded after getting that first bread done (rewarded by unlocking a new mechanic) :c
nope
In villager menu (which we buy things) it's hard to tell apart options from another. They should be more seperate
Too much clicking

If you could make some changes and/or additions to the game, what would you do?
få minst 100 coins for å gjøre dette
Notifikasjon på taben i nettleser.
Last answer
I would change the design of the boxes, but not to a very goofy, or too colorful form.
Wheat time // 60 => 20
Add an phone app
mill should have continuous output initial prices should be lower
Make the start a bit more fast-paced, or at least give me enough to money for the first bread to unlock something new. (maybe both?)

in game chat, or guilding feature

Need to play a little more before I can answer this

Make more idle

Andre spørsmålssett, 5-7 dager inn i spillet

w

What do you think of the game so far? Does the pacing feel ok?

Its a very fun and time-consuming game, but I think its a bit too slow. Having to wait an hour for the shortest duration (lettuce) and 8 hours for the highest ones makes me log on 2-3 times a day only.

- 1 minute for wheat is too short

Good. Very adicting

I think the game is good and easy to play.
Some bugs here and there, but nothing big.

I think there should be more to do, because as you upgrade your inventory, the longer the time you have to wait for a task to be complete, which slows down the pace.

yes

No i want faster pace pls thank

Føles for tregt. Det skulle vært kjappere i begynnelsen for å komme i gang. Å sitte hvert minutt i 3 dager før du kan begynne å kjøpe andre ting gjør at man mister interessen.

Pacingen har vært bra. Det føles hele tiden ut som at jeg har noe å jobbe mot. Til tider så kan det målet føles alt for langt unna, men det at man tjener penger på de andre tingene man produserer og selger får meg til å føle at jeg aldri gjør ingenting

Tar litt lang tid å farme opp kriteriene. Får litt lyst til å lage en autoklikker for å få 15000 hvete for å kunne oppgradere. Lett å gå lei uten

Pacingen er litt ujevn. For eksempel tar det veldig lang tid før du kan kjøpe din andre mine/farm plot, men etter det går alt plutselig veldig mye fortere.

avhengighetsskapende

I think so, yes.
The harvest requirements for apples are too high
Feels as slow as when I first started, and nothing tangible to work towards.

Is there anything in particular that you like about the game?
The feedback input field remains after you submit and click the next question lol
I like the simplicity of the game, and the leaderboard makes me encouraged to keep playing.
Apple
<p>I like the scaling part of the game.</p> <ul style="list-style-type: none"> - The way you use requirements to upgrade the crops. - The way of mixing the time between the sowing the trees and after every harvest of them.
it is pretty addictive. its easy to play, and you can play anytime you want.
yes
<p>I want to make a big farm maybe animals I want pet mini pig? i think its ok</p>
Jeg liker at det er enkelt oppbygd. Ikke for mye fancy.
Nå som jeg har kjøpt ulike seeds og trær så er det veldig opp til meg hvor ofte jeg vil spille, jeg kan sette på crops som passer timeplanen min så jeg ikke taper noe hvis jeg er borte i mange timer.
Lett å gjøre det man skal. Oversiktlig hva man må gjøre med den nye implementasjon av de røde prikkene
Å beregne ventetider riktig er ganske najs.
At det er forskjellige oppgaver/deler, med grønnsaker, gruen, trærne og markedet
The lack of stress. It's quite delightful to for once have a completely chill game to play!
That some things take little time and others more time

UI works quite well, it's clear and doesn't look bad. The concept of the game can work, but it needs something more.

Is there anything in particular that you dislike about the game?

This feedback system is fucked lmao

The logo on the background is distrupting, and the amount of time difference between for example for a tree to grow and the lettuce to grow.

Too Long wait times

as you get better, the tasks take more time and its easy to "forget" to collect items because you dont want to sit around a whole hour just to collect.

no

No pet mini pig in this game

I dislike the fact that you stopped with quests, and that there are so many different crops and other materials that are only used for selling and don't have another purpose (like using for animals for example).

Tregheten i starten. Og logoen i bakgrunnen.

Nei

Alle tingene utenom wheat harvesting tar veeldig lang tid, men wheat harvesting tar nesten for kort tid igjen per runde.

I don't think so.

That I get so few apples per harvest

Nothing to progress towards.

If you could make some changes and/or additions to the game, what would you do?

More things to do, pretty much. I want something inbetween 1 hour and 8 hour growth.

More content. Be able to build stuff

<ul style="list-style-type: none"> - Make wheat take 5 minutes and barley 10 (and modify price accordingly) - Tell players what the next unlock will cost (not the amount, just the item), so they don't sell it and waste time gathering it back
more small tasks.
nothing, is perfect
pet mini pig is ok
Add animals and/or fighting gladiators!
Muligheten til å se hva som kommer fremover. Ikke bare det du har akkurat nå. Det skulle vært mulighet til å se flere steg framover slik at man har mer å glede seg til. Skulle også ønske flere quest og belønning for disse.
Kanskje endret bakgrunn til noe mindre rotete, men det er det eneste
Lagt til et notification-system m/lyd, slik at jeg kan browse i andre faner og så bli minnet på at noe er ferdig.
notis i taben.
Achievements! I just love achievements a lot. Gotta get 'em all!
Make the people prettier
Add more content, something other than just a pure resource generation. Something that requires the other materials you are able to make to do something interesting.

Do you feel that the different parts of the game are well balanced?
Its fairly balanced in my eyes, yes. But I would prefer to increase the amount of money you receive from things like swords, cause they take A LONG TIME to craft.
Yes
Yeah, reasonably
yes
i think
Yesh, i think
Yes

Jeg bruker ikke så mye tid på gruvene og trærne siden disse tar lang tid. Jeg bruker mye av tiden på høsting og såing. Skulle kanskje vært flere ting å gjør i de andre delene.
Ja
Ikke alt er like balansert (det skrev jeg i de andre meldingene)
ja
I believe so, yes.
Yes, but the price jump from two to three patches is a bit high
not really, right after you unlock the mine, the coins you gain from making bread is almost negligible. Feels sort of similar with trees as well, but not to the same degree.

Første spørsmålsett:

Veldig nyttig	Nokså nyttig	Nokså Unyttig	Fullstendig unyttig
20	31	4	4

Andre spørsmålsett:

Veldig nyttig	Nokså nyttig	Nokså Unyttig	Fullstendig unyttig
22	31	13	11

Samlet:

Veldig nyttig	Nokså nyttig	Nokså Unyttig	Fullstendig unyttig
42	62	17	15

Andre utviklere

the design, I'm not sure if it's because you haven't tested it on other devices or what, but the
--

background is off centered
so with the other buttons and text in the center, it stands out a lot
and if it's off center by design, it's just not good
look at how off the circle is, to the text

Note that if you harvest the grain to soon,

No scripting. This includes every version of progressing in the game that is not a human being clicking on the different elements in the game. Breaking this rule can lead to the suspension of your account. how do you plan to enforce this?

apparently i need to wait 15 min to get enough flour to get past the tutorial
that was a pretty instant turn off for me tbh

requiring to go to a different screen to see the tutorial is a pain

I don't think I want a cap. I think I shouldn't have to retrieve the flour. it should just come out automatically

not providing a guest account is a joke, see you in the next patch

Notes made during play:

* Getting the first bread feels like a bit of a grind

- Even tho there is a minute in between my actions, it doesn't feel like there is anything I can do while I wait.

Both in game and out of game, too long in game, but too short if I try to do something else while I wait.

- Hopefully I will unlock some new mechanic when I finish

- Weird issue encountered: clicking wheat just as it finished growing gave me an error saying "wheat havent finished growing" (or something along those lines) and asked me to reconnect.

Reconnection was painless thankfully

- Gamedesigner thoughts: Could this part possibly have been sped up somehow, to make it more engaging?

Possibly either by speeding up the growing/milling by maybe 4x(or just 2x, hard to say without playtesting)? I dunno yet how this would affect the rest of the game,

maybe another solution could be giving the player ~20 flour when they started this quest.

* Day 25

- nothing interesting happening, just waiting for the foundry to finish making my 3 ingots, which will probably result in nothing because I need 4 to make a sword.

And I sure won't make enough money to buy anything by making bread. I guess I'll keep planting so I can eventually make the lettuce or w/e it is later.

- Foundry finished, I can sell ingots, but it wont get me enough cash to buy anything, guess I'll just have to wait roughly 2 more hours for more iron, then smelt another ingot and make a sword..

hopefully that will get me something?

I would probably have stopped playing at this point if I just randomly stumbled across the

game

tl:dr; game feels really slow, I met a wall where I wouldn't unlock anything new for over 2 hours before I even got anything that felt like a new mechanic

Also can't tell if there are any other types of mechanics than resource generating ones. (like combat, or sending wares to different places to get more money because of needs or anything else, just two examples from the top of my head). if there are any, make it known, as an incentive to keep progressing. If there isn't any, maybe consider implementing something, would make for a more interesting game imo.

suggestion, make it so that if your wheat is grown, you can harvest it and plant it by just clicking once on the wheat seed bag

Veldig nyttig	Nokså nyttig	Nokså Unyttig	Fullstendig unyttig
3	5	0	1