

Changes

1. Title Page



The user has already waited enough with the Arcade log, we should get him into the game as fast as we can. We should start with the logo in the clouds already, but instead of that logo, we should use the one with the characters.

Instead of having the screen with the house appearing as it is now (Scaling the image down with the anchor point at the top left), We should pan the camera from the cloud part down to the house smoothly.

The house screen we need to animate it more

- Have the characters in an idle animation, and every 5 seconds make them wave

- The tree can have some slight movement to indicate that there is some wind
- UI should appear animated
 - Scale bounce the reset button
 - Slide in with a bounce movement the user UI
- The home text should not appear later, it should appear with the house.
- The first time the user presses the play button the camera should pan slowly slightly to the right (1 second 20 pixel distance) when entering from the title screen to the rooms to give a cinematic effect

2. Characters



We should use the new flexible characters. This will make the whole game feel much better. But it will require a few changes

- Clothes need to be remade. I would suggest having some base forms and we can have different decorations on each cloth. This will give a lot of variety but still have a small amount of memory imprint.

- Characters need to be remade from scratch, this includes the code.

3. Daily Gift



We should make the animation more fluid

- When appearing we should use a more bouncy transition
- If we have each element separated then we could animate all of them when they appear and have the active day be the last one.
- The animation for the current day could be a punch animation to make the start particle effects have a better impact.
- When pressing the collect button we could have the hearts go on the same path with a bit of offset to have a more organic flow. Adding a scale-up and back-down will give a more 3D-ish look.
- When the hearts arrive at the UI, each heart should pulsate the heart from the UI, and when the number changes that should pulsate as well.

Random Ideas



We should make the watering can work if a character is holding it. When the watering can is in a character's hand and the target is over a watering zone, the can should rotate and start the watering animation.

1. Make up- in camera parintilor, la fardul de oky, este greu sa selectezi anumite culori din toata gama. De ex. a incercat sa i-a o culoare si a esuat de 4 ori si a renuntat in final

2. Clothes placement and dragging- este greu de luat haine de pe manechine si puse pe caractere.
3. Can't place glass of water in baby habds - Nu a reusit sa puna niciun pahar in mainile bebelusului
4. Hard to feed the pets - a incercat mai intai sa dea de mancare din punga, apoi a pus din punga in castron si tot incercasa puna animalul intr-un fel in jurul castronului, iar in final, a dus castronul la gura animalului
5. Hard to throw in the trash- dragged above it and dropped it - la inceput, cand a incercat prima oara sa arunce obiecte la cosul de gunui, ducea itemul deasupra gunoiului dupa care il lasa, astfel itemul cadea pe langa cos, nu inainttru, precum se astepta playerul
6. Hard to place coffe or lemonade or tea in the big glasses. Fiecare boutura speciala (cafea, ceai, limonada) se poate turna doar in anumite pahare, nu in toate
7. CHatacters not eating salad and steak and fruits outside garden. Playerul nu a reusit sa ii de de mancare caracterului. A incercat sa puna salata sau fructele sau chiar si o bucata de carne neprajita la gura caracterelor si nu au mancat-o
8. Hard to place back the pencils(kitchen) - DUpa ce a folosit creioanele sa deseneze pe hartie, nu a reusit sa le mai pun a inapoi in cutie
9. Player trying to inver the finger to place water - in momentul in care uda florile, incerca sa isti miste degetul precum ar turna in realitate apa, aici a fost si problema ca nu reusea sa planteze semintele, si a gasit destul de greu punctul din care sa toarne apa la plante
10. Pressed on the aqurium and did not enter -s-a intamplat ca de 2 ori sa apese din greseala pe acvariu, iar camera nu a intrat in acvariu, ca si cum nu a apasat deloc
11. Cant place limonade bowl in hand - Castronul de limonada sau de cafea, nu a reusit sa il puna in mana niciunui caracter
12. Was not able to break the egg on the pan - SIngurul mod prin care a spart ou-l a fost urmatorul, A pus oul in tigaie si a dat drumul la foc, altfel, a incercat de 3-4 ori sa lase oul de la o distanta tot mai pare, dar cand cadea pe tigaie nu se spargea, a mai incercat sa il sparga, cum l-am sparge manual, gen ducandu-l cu viteza catre tigaie si sa se sparga la impact
13. Hard time placing fruits inside the mixer, tried dropping from above, ca si la cosul de gunoi, ducea fructul deasupra mixer si le lasa, iar fructele cadeau pe langa, in loc sa cada inainturul mixer
14. Couldn't feed the cereals to dolls. DUpa ce a pus cereale in boluri, nu a reusit nici cum sa faca caracterele sa manance din acele boluri
15. Most objects, tried to interact as in normal life, not by tapping but by movements like you would do in real life(ex powering water/ flipping light switch, opening closet, drsgging bath curtain)

USER EXPERIENCE OBSERVATION/IMPROVEMENT:

Change clothes - focus on characters

Trying out objects/features

Kids are making more gestures to when they want to interact with features/characters

They are very atracted to sounds and animation

BUGS/IMPROVEMENTS:

Back arrow could ve changed to be more explicit (arrow with door)

Baby chair - animation/something when the socket is detected

Characters out of menu - make it easier to grab them

Characters can only be dragged from chairs if you grab them from the middle

Missing particle on dog food

Barbeque - cookes food when is turned off

Corn/maize is not cooking

Juice maker cover can't be put back

Place more fruits in the juice maker

Juice maker to accept another fruit even if there is juice in it

Seeds to pour when detecting the holes

Liquids to pour in any cup

Coffee, juice, fluids 's pouring are not working

The tear detergent can be poured in the washing machine placement for it when it's closed. It should work only when it's open

Observatii testare copii (05.04.2023)

- sa fie obiectele colorate si cu animatii !!! Asta au cautat in joc, cel mai colorate si animate chestii
- fiecare obiect sa poti pune pe masa / dulap (nu doar unu, sau doar anumite obiecte)
- E greu cu obiectele mici sa prinda, sa interactioneze
- A incercat su pune obiecte in aproape tot (camping car, dulapuri , fiecare loc ce are spatiu)
- Sa fie butonul (arrow) schimbat in MTW , ca copii cred ca cu aia trebuie iesit din meniul din caractere si din greseala ies pe main screen
- Este interesat de fiecare obiect daca au animatii, daca se intampla ceva
- Scoate mai greu caracterele din meniu, scapa inapoi (daca trebuie scos mai multe)
- E greu sa deschizi meniul de emotii la caractere - tot a apasat pe caracter sa deschida dupa ce a vazut ca exista meniul
- Sa poti interactiona cu tot , de exemplu de ce poti scoate flori doar din curte, si nu poti de la tufis
- De ce nu poti pune mai multe carne pe gratar, de ce doar unu
- De ce nu e sunet daca pui telefon la urechile animalelor
- ANIMATII mai multe in joc , asta a cautat in tot jocul
- Masina de spalut ar trebui sa mearga si fara haine
- A incercat sa arunce avion de hartie si nu a zburat (se poate adauga animatie acolo)
- De ce nu poate puse toate obiectele pe masa ? (de exemplu carucior de bebelus sau chestii pe care in viata reala nu pui pe masa)
- nu a putut sa puna flori in ghiveci colorate
- De ce nu poate pus ketchup/ mustar/ si altele in pahare sau farfurii
- De ce nu poti sa umpli cana de curte in bucatarie la robinet?
- De ce nu poti porni cuptorul sau orice aparat daca nu pui nimic in ele?
- De ce nu poti pune obiect - orice pe tobogan?

Buguri:

- sorting issue cu caracterele si camping car , cand sunt puse pe trambulina si cad unde e masina de camping - curte MT Home
- Poti pune lichid in masina de spalat fara sa deschizi locul unde trebuie pus lichidul - Baie MT Home
- Osul leviteaza in aer cand caracterele mananca jumate carnea - Curte MT Home
- Cand prajesti carnea pe gratar nu totdeauna prajeste (confuzing) - curtea din MT Home
- Sorting issue jos la tobogan, cand pui un obiect la sfarsitul toboganului si pui un caracter / animal pe tobogan sa alunece jos. - curte MT Home
- Cand e cada umpluta cu apa si e pus un caracter in cada, daca scoti si pui inapoi caracterul , apa dispare in timp ce caracterul este in cada.- Baia MT Home

Revision #10

Created 4 May 2023 14:57:17 by Dosa Szabolcs

Updated 12 May 2023 10:32:59 by Dosa Szabolcs