

DogHaven Gameplay:

DogHaven is a relaxing, comfort-type game that has a lot of options for unique, customizable experiences for users, but relies on a simple game loop that is almost unchanging and lacks any sort of consequence or challenge. Small tasks and customizing the DogHaven area are a great way to step away from this loop, but you're pulled back into the action as soon as you're finished. Downtime by creating a day/night or open/close cycle would aid the pacing of the game and add a stronger formula that feels like it starts and ends. I found that even when purposefully looking for a way to lose, like leaving the visitors in line or not washing the dogs, there was never any punishment. Adding that as a factor would help gamify the experience further and raise stakes without ruining the simulation element of the game. Something that I think can help is including metrics that show you how well you did for the day (which would include a day-to-day cycle), like "you hosted x visitors today" or "Bean was the most visited dog today with x visits". Even one that includes mistakes might say "x visitors missed."

(Although not my style of game) In the two hours spent playing the game, it didn't feel like there was much else to do that I hadn't already done, and not much to look forward to. For users more in tune with this style of game, I think it works well within its intended formula, but could use some work in breaking up the constant action

FTUE:



- The FTUE is aggressive and does not allow the player to experience the game before being handed a task via prompts
- The space the game allows in the beginning bordered by the unplayable space areas on the sides, is claustrophobic and confusing at the start.

Tasks:

The tasks are a good way to break up the gameplay loop the game is reliant on. It does a great job of pulling the user away from all the elements of the core gameplay by allowing the user to focus on just one thing.



- The mini games or small tasks that occur during the gameplay, like scrubbing the mess are fun, but can become pretty repetitive

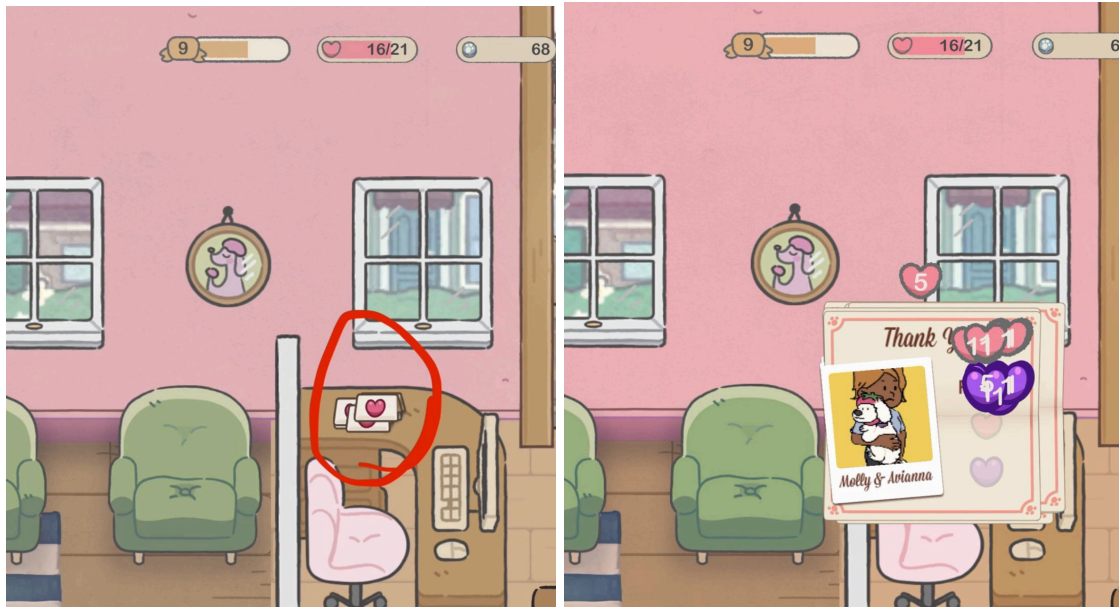


- The dog cleaning section is fine, but, you should not be able to wash the same dog 3 times in a row without some sort of cooldown
- Providing some sort of cooldown per dog washed adds a level, although not much, of difficulty and even realism
- Gives the user something to wait for
- Had a quest to wash one dog 3 times, completed it in 2 minutes because of this exploit



- This dog walking portion of the game is high effort for what felt like a small reward
 - Hard to control (clunky)
 - Did not feel like I gained anything of use by interacting with the interactables
 - Would not do again unless I had to because of these reasons
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Rewards:



- The gifts that the visitors leave will stack onto each other or even populate in other places like tables or chairs
- Having to pick up each of them individually seems unintuitive even though you can pick them up “through” each other
- I think collecting one should collect all of the rewards and show a summed reward of whatever is earned
 - I.e., “8 red hearts” and “11 purple hearts” with the respective icons for each



- When leveling dogs, the rewards you earn are not automatically collected, **they should be** for QOL reasons
- Nothing prompts you to collect it either if you miss the small animation shown on the reward

Visitor + Dog Interactions:



- You can only give one dog to one owner at a time, for QOL and ease of use, it would be nice if you could just give a dog to each visitor without having to leave this screen

- Further iteration: After dragging a dog to a visitor, you have to click on another visitor and drag a new dog. The visitor “line” should act like a hub where you can do multiple visitor + dog interactions before having to leave this screen

Customization:



- The customization is seamless and works extremely well. Allows for a ton of freedom in design with a lot of different options
- Decorating is one of the most fun and freeing parts of the game
- An “undo” button would be nice

Space Upgrades:



- Some of the space you earn is too small for it to be noticeable but after 9 levels, the amount of space I have with the decorations I picked, is starting to look nice
- It does provide something to be worked toward and provides incentive

Dogs:



- I have 2 dogs from owners who dropped off their dogs. Do the owners ever come back?