



Identified problems with old system:

1. It is not apparent that the UI revealing recipes mechanic is connected to standing nearby a DeliveryCounter.
  - Exaggerated when using a large screen and sitting near it. As seen on projector-playtest
2. Current system can encourage a team to use a specific player to just stand on the DeliveryCounter (especially in a 4-player session), which is not fun.

- This is probably mainly because remembering the recipes that show up for a second is hard. Therefore leaving one player to constantly stand by the DeliveryCounter to leave the recipes showing constantly is easier, and more worthwhile rather than them helping with other tasks.
- 3. The current system gives the task of checking recipes to the player that does other tasks near the DeliveryCounter.
  - The reason this is a problem is that it becomes increasingly difficult to design levels in such a way that tasks are equally balanced between players while keeping variety. Players prefer when they have more tasks and are able to move around more. Playtesters have also indicated this to be true.
- 4. Remembering recipes is a disliked mechanic or too overwhelming for some players. (Some really like it though, but they are usually exceptionally good players)
- 5. (Not directly related to the Revealing Recipes System) DeliveryCounters are too big and could be more apparent that it's the end of the process.
  - DeliveryCounters being 6 blocks wide makes it harder to fit other game elements in the scene, which makes it either too cramped or forces the level to be wider, which means the camera has to be further away from the playable area, making it harder to see what's going on.
  - May look out of place since all other game elements are either 1 or 2 blocks.

How blue flame candle mechanic may solve these (Solution):

1. Connect an in-world element with a UI-element.
2. After lighting the flame of the candle(s), the recipes are revealed for an extended period (preliminary value = 10-15s), which allows the player to do other tasks meanwhile.
3. Candles can be placed in a different spot from the DeliveryCounter and/or in multiple spots.
  - Example 1: this can allow levels where players are separated from each other to give the player(s) who are not by the DeliveryCounter to have the responsibility to reveal recipes.
  - Example 2: a level where a candle is an area that can only be reached by throwing a player.
4. Extending the period and not forcing players to look at what the recipes are everytime they are near a DeliveryCounter can make it less overwhelming.
  - This pleases people who dislike having to quickly remember recipes. But it also rewards players who like the aspect of communicating and remembering recipes since they can wait to rekindle the candle if they remember the recipes.
  - We discussed having two difficulty settings, one where recipes are always shown, and one where recipes have to be revealed. We didn't like this direction since it feels like a clumsy solution and introduces

other problems such as how scoring would work, and dividing the player base. This proposed overhauling might be a good middle-ground while not sacrificing what made the recipe system fun.

5. Make the DeliveryCounter 2 block wide and make it more apparent that its where potions are left.