Writing Feedback

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Term 3 Holiday - 2025:Day 3 | 10-Day Intensive Selective Writing
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Section 1

#1: Opening Section (Purpose and Title)

Strengths:

- Your opening clearly states the guide's purpose and connects with readers by addressing their likely goals (making money and building a great garden)
- The enthusiastic tone makes the guide feel welcoming and engaging for players

Vague Currency Terminology → Throughout your guide, you use "sheckles" as the in-game currency. Whilst this might be the actual term used in the game, to readers unfamiliar with Grow A Garden, this could be confusing. You might want to briefly explain what "sheckles" are when you first mention them, such as "twenty sheckles (the game's currency)". This small addition would help new players understand the game mechanics more quickly.

Exemplar: *You start off with twenty sheckles (the game's money). You need to buy two carrot seeds with this.*

#2: "A good start" Section

Strengths:

- Your step-by-step instructions are clearly numbered, making them easy to follow for beginners
- You mention the starter pack option, which gives readers different ways to begin playing

Repetitive Instructions → Your instruction to "click or tap" appears multiple times in quick succession ("click or tap on your plot", "click or tap to collect"). Whilst you're trying to be inclusive of different devices, the repetition makes the sentences feel clunky. You could simplify by saying this once at the beginning or by using just one verb consistently throughout this section.

Exemplar: *Note: Throughout this guide, "click" means tap if you're on a mobile device. Click on your plot with the seeds selected.*

#3: "Tips and tricks" Section

Strengths:

- You provide varied strategies beyond basic farming, which keeps the guide interesting
- The information about weekly updates and admin events shows you understand the game well and want to share insider knowledge

Underdeveloped Trading Explanation → You mention trading in point 4, saying "Sometimes, people will offer you something for something else! This is trading. If you see something you want, try to give them something for something else." However, you don't explain *how* to actually trade in the game, what makes a fair trade, or what items are worth trading for. New players might not know where to find other players, how to initiate trades, or what they should avoid trading away.

Exemplar: *Sometimes, other players will want to trade items with you. To start a trade, look for the trading menu (usually near the shop). Before agreeing to any trade, make sure you're getting something of similar value—rare mutations are worth more than common plants!*

■ Your guide provides a solid foundation for new players, with clear steps that take readers from their first carrot to more advanced strategies. The friendly, conversational tone makes the information feel accessible rather than overwhelming. However, your piece would benefit from deeper explanations in several areas. For example, in the "Making more money" section, you list mutations but don't explain how players actually *get* these mutations—do they appear randomly? Are there specific conditions needed? Similarly, when you mention sprinklers and pets, you could add approximate costs so readers know how much to save.

Additionally, your guide jumps between topics quite quickly. The transition from basic farming to mutations feels sudden—consider adding a sentence about when players should start focusing on mutations (perhaps after earning a certain amount of money?). Your "Tips and tricks" section contains valuable information, but some points could be expanded into their own sections. The pet information, for instance, deserves more detail: which pets are best for beginners? How do you use pet abilities effectively?

Lastly, think about adding a troubleshooting paragraph. What should players do if their plants aren't growing? What happens if they run out of money? These practical concerns would make your guide more comprehensive and helpful for players who encounter problems.

Overall Score: 40/50

Section 2

HOW TO PLAY GROW A GARDEN ROBLOX

#1 Purpose: If you're reading this, you probably want to make millions of ~~sheckles~~ [sheckles (the in-game currency)] and have the best ~~ever~~ [garden ever,] ~~garden~~ to show off to your friends right? Well, you've found the perfect guide to lead you to your goal.

#2 A good start: You might not know ~~but~~ [this, but] a good start is crucial to your success! ~~Well, it~~ [It] is very important that you read this:

1. You start off with twenty sheckles. [, which] ~~Which~~ you need to buy two carrot seeds. [with.] ~~(~~ [(Note: There is a starter pack for 99 Robux!)~~!~~
2. ~~Depending on your device, click or tap on~~ [Click on] your plot with the seeds selected. *(If you're on mobile, tap instead of clicking.)*
3. Carrots grow fast [and,] and once they're done growing, click ~~or tap~~ to collect.
4. Next, click the sell option on your screen and tell Steven ~~(~~ [(the sell shop merchant)) that you want to sell your inventory. Now, you should see that the amount of sheckles you have ~~just increased~~ [has increased]!

Repeat until you have lots of money!

Making more money: You will get bored ~~just~~ [of just] selling carrots but luckily, Grow A Garden has thought this through! With your increasing money, buy rarer seeds from the shop [—for] ~~e.g.~~ [example,] carrot [, then] ~~-~~ strawberry [, then] ~~-~~ corn etc.

1. If you want to make millions, you can collect mutations! Mutations are ~~things~~ [special features] that multiply the amount of money an ~~item~~ [item sells for]!~~!~~

2. Some mutations include [:] ● Gold ● Silver ● Glimmering ● ~~cloudtouched~~ [Cloudtouched]
3. Also, the better the plant, the more money it sells for!

#3 Tips and ~~tricks~~ [Tricks]: Sometimes, buying seeds and selling fruits ~~get~~ [gets] a bit boring, right? Well, here are some ways to increase sheckles [and] ~~and make~~ [to make] the game more interesting!

1. When you save up some money, you will be able to buy sprinklers! They increase plant and fruit size [, which] ~~making fruits sell~~ [makes your fruits sell] for way more than before!
2. Using your money, you can buy pet eggs! Pets have special abilities [—for] ~~e.g.~~ [example,] Golden ~~lab~~ [Lab]~~:~~ [—] every minute, 5% [% chance] to dig up a random seed. This is very helpful!
3. Grow A Garden updates every week! This brings exciting features such as new pets, mutations [and] ~~and much more cool~~ items.
4. Sometimes, people will offer you something for something else! This is ~~trading~~ [called trading]. If you see something you want, try to ~~give them something for something else~~ [offer them one of your items in exchange].
5. Before a Grow A Garden update, there is admin abuse. This is when Jandel ~~(~~ [(the creator of Grow A Garden)) puts lots of items in stock and gives free items out. This helps whether you're a beginner or a pro!

Conclusion: Well, I hope this guide was useful to you [and] ~~and hopefully,~~ now you've made millions or billions of sheckles and have the best garden ever! Okay, I need to go now [—] my strawberries need watering. Bye!