

Tutorials

What to do *before* starting
work on your tutorial

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Boston Indies 9.28.15

First, a few big truths about tutorials

Holy moley
tutorials are
really hard to make

Your first few tries
will be terrible*

*but that's ok because that's how iteration works

You are **literally** the
least qualified person

in the world to playtest the tutorial

Ok, so. How do we start?

1. Figure out your player profiles (based on player knowledge):

target player

**minimum supported
player**

2. Write down everything
your target player needs
to know to play your
game





16

14

7





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- You are a wizard and you're protecting the kingdom from monsters
- Monsters spawn off screen right and move straight left
- Tap on monsters to select them
- The pieces of paper with numbers are spells
- Tap on spells to cast them
- You can only cast spells if their number is equivalent to the sum of the monsters you have selected
- Every time you cast a spell you'll get a new one from your spellbook
- Tapping on multiple monsters adds them
- You can only add monsters that are adjacent
- You can add as many monsters as you want
- You can cast whichever spell you want
- Win the level by casting spells on all the monsters
- You lose the level if monsters get through the towers
- The first time a monster runs into a tower it will crumble down and take out the first two monsters
- After a monster runs into a tower that lane is now unprotected and a monster can get into the castle
- You get between 1 and 4 new monsters each wave
- Every time you cast a spell you get a new wave of monsters
- The battering rams mean that there are no more waves of monsters
- Dragging a spell to the spellbook will "recycle" it and get you a new one
- When you recycle a spell it spawns a new wave of monsters
- Dragging one spell on top of another one will combine them, adding their numbers to make a bigger one
- You can combine spells up to a maximum number
- The maximum spell number increases each region
- The bottles in the box are potions
- Potions are used on monsters and nothing else
- Drag and drop potions onto monsters to use them
- The +1 / +2 potions add to a monster's number
- The -1 / -2 potions subtract from a monster's number
- The Move potion moves a monster one spot
- The Zero potion drops a monster's number to zero
- The Freeze potion freezes a row of monsters for two turns
- The Kaboom potion banishes a whole row of monsters
- When monsters step onto the Doubling Tile, their number will be doubled
- The Armored monster must have a spell cast on it twice to be banished
- The Magic monster will cast a spell on the monsters around it every turn, adding 1 to their number

3. Divide these into three groups:

CRUCIAL NOW: Items that it is crucial you teach players at the beginning of the game.

CRUCIAL LATER: Items your player needs to know, but not at the start of the game.

NOT CRUCIAL: Items your player can likely get by without knowing, or can figure out on their own.

CRUCIAL NOW

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NOT CRUCIAL

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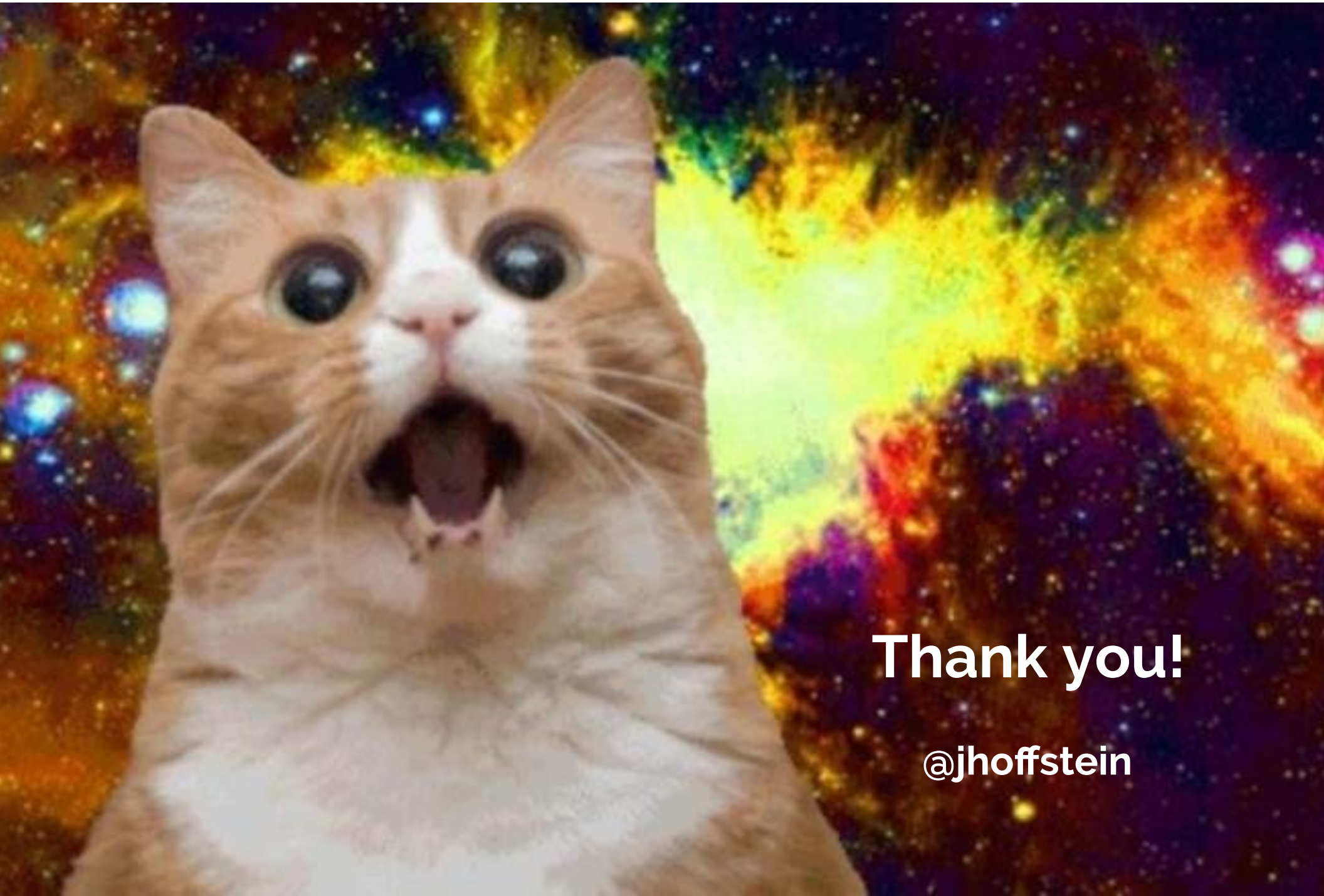
4. Put your CRUCIAL NOW
list in order – this is the
start of your tutorial

5. Think about your minimum supported player profile – do they need anything extra?

What about our other lists?

NOT CRUCIAL: Verify these assumptions with playtesting. Look at your minimum supported player profile – do any of these items need to be moved?

CRUCIAL LATER: Make sure your game has a system beyond the tutorial for teaching your player these items.



Thank you!

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