**Level 1 “Tutorial Level”**

**Scenario**

Centuries ago, a god controlled the world. To get their freedom, a guild of rebels went on a quest to kill the god who resided in its tower, deep into the lands. The god was too strong for the rebels to handle and they only succeeded in sealing it away. Only one member of the guild survived and he saw it as his duty to guard the seal for the rest of time, to prevent the god from returning. Every generation since then would stand guard of the seal to honor his legacy and ensure the world its freedom.

One day, the seal is broken and the god returns, and to get its vengeance it sends its monsters after all human life, killing those who no longer submit themselves to its rule. When a skilled knight’s village is under attack, he/she fights back and heads for the tower.

**Player experience**

As the level starts, the player enters the village that is under attack from the god’s wave of enemies. Going on, the player will experience crawling, jumping and defeat the enemies. The player will eventually run into a large gap and must hit debris to create a bridge over this gap. After hitting the first debris, the next can’t be hit because the player won’t be able to reach. Then, an enemy will attack, and will upon its defeat drop a weapon upgrade. Another enemy will attack and the player will then experience that his/her attack is more powerful and can reach farther. Now, the player must hit the next debris, and will again experience that the next debris is also impossible to reach with the current level of the weapon. An even more powerful enemy will appear, and will drop a level 2 weapon upgrade upon defeat, and the debris can now be hit.

After crossing the gap, the player will be in a forest, and the player must walk through it while defeating enemies and some will drop a secondary weapon (fireball, dagger or axe). The player will go on and defeat more enemies that drop skill orbs, to let the player learn how secondary weapons works. He/she ends up at a staircase, which the player ascends by holding the up key, and gets a view of the tower and environment. Upon entering the tower, the player walks towards the big door leading to the first floor of the tower and a turn wheel handle that opens the door. When the player is near the handle, the attack button is shown, and if clicked will make the player take the handle and using left or right key will make the player turn it. As the door opens, the floor begins to crumble and player and handle falls through.

The player and handle falls down and hits the basement floor and the player will have one bar of health left. The player will be able to move to the right and winds up at a fountain. Walking past the fountain is possible, but a button prompt will show if the player is near the water and fountain, and doing this button prompt will fill the flask. The player can now use the flask from the inventory to heal himself/herself, but standing in the water itself will also heal the player.

Upon passing the fountain, the player will reach a ladder, which he/she can ascend. Waiting on the top of the stairs waits a boss that the player must defeat to progress to the next level. When the boss is defeated, the player absorbs its soul and the level ends.

**Storyboard**