Tutorial Game Narrative

Bullet-Point Guideline

The bullet points listed here are in order of how the player will play the tutorial.

Let’s get your bearings together

Items

Doors

Rooms

INT. DETECTIVE’S OFFICE – DAY

The PLAYER finds themselves in their office, awakening from their slumber from a knock on their door. The PLAYER looks around and rises from their chair clumsily.

PLAYER

(In a sleepy, grumbling tone)

Who’s there?

MICHELLE

(From the other side of the door)

It’s Michelle. Would you open the door? I got a case for you that might be of interest!

The PLAYER does not respond, but rather attempts to move around.

MICHELLE

Can you hear me in there!?

Tutorial beings

PLAYER

I need the keys to my door. Maybe I might have it in my possessions?

(Prompt PLAYER to open inventory: C)

TUTORIAL

Press ***C*** to open your inventory.

The PLAYER opens their inventory, revealing an EMPTY BOTTLE and their WALLET.

PLAYER

What exactly did I drink last night?

TUTORIAL

Press ***X*** to examine

The PLAYER presses X to open the examine prompt.

TUTORIAL

Enter “***Empty Bottle***” into the input.

The PLAYER types in Empty Bottle into the input.

Player.Examine Empty Bottle.

PLAYER

Well, that explains the current headache I’m having…

Now where did I put my keys?

It could be possible that they’re in my coat further ahead in the room…

TUTORIAL

Press ***N*** to Go North

The PLAYER goes north, entering the Office Center.

PLAYER

My keys should be in my coat.

TUTORIAL

Press ***I*** to interact

The interact prompt appears on the screen.

TUTORIAL

Enter “***Coat***” to interact with the coat

The PLAYER enters the interact menu.

TUTORIAL

Press (#) to open the coat

The PLAYER opens the coat to reveal the DRAWER KEY

TUTORIAL

Press (#) to remove

TUTORIAL

Press (#) to remove the key

TUTORIAL

Press (#) to Cancel