

# Tutorial Sequences

**Description:** In the many weeks of playtesting throughout the past 2 semesters, tutorials explaining mechanics and other systems were non-existent. 'Tutorials' were diegetic and implied through some of the characters' dialogue. This would be ideal if this strategy worked for all players as it ideally would make gameplay more seamless.

Unfortunately it was inconsistent what players were able to understand and when during playtests. Players need to understand the mechanics in order to succeed, therefore they should be explained to them in scripted sequences.

This document hopes to add sequences into the game to give a proper non-diegetic explanation of how mechanics work and why players should use them.

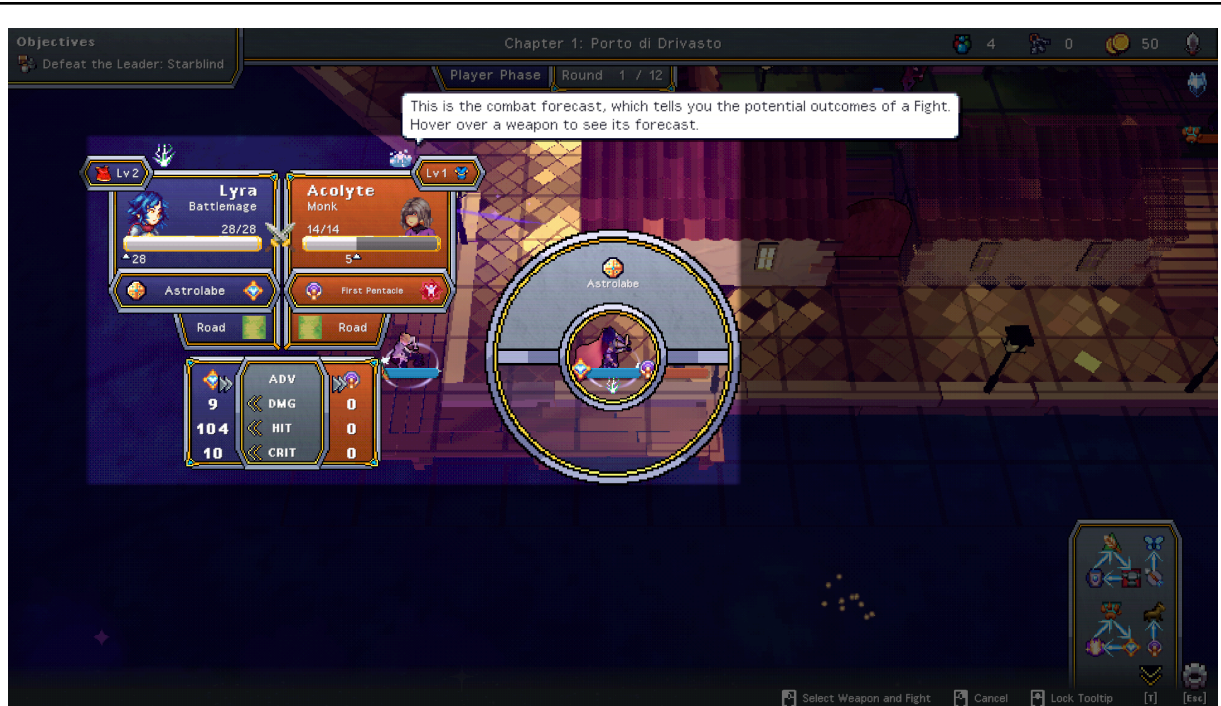
This will be done through layer masks that highlight certain portions of the screen at certain points and through text-boxes that explain features.

## References Part I:

- Astral Throne

A lot of mechanics in *Unchained* are interacted with via UI. Therefore the game should direct the player to certain parts of the UI when introduced.





## Sequences (Waterwheel to Negotiation):

As we introduce mechanics to the player in each sequence, the game should do something to explain it thoroughly (if it needs to be)

Proposed implementation of this layer mask(?) strategy shown above for each sequence has been documented in more detail in the **Discord** under **#usability** in a thread titled **“Directing Players’ Eyes in the Tutorial”**. It may be moved to this document at a future date.

## Negotiation Mechanics to Tutorialize (these should all be in the sequences above):

- **Resolve Bar**
  - Another form of ‘Hit Points’
  - Can ask for peace (pacify a unit) when an opponent runs out of Resolve
- **AP Cost**
  - Every option the player can click on in Negotiation costs one Action Point
- **Insights**
  - Determines the ‘optimal’ Negotiation category that should be chosen
  - Insight color corresponds to what the enemy has said in the current round of negotiation
- **Negotiation Categories (types)**

- A connection needs to be mentioned about the color of the Insight text and the category of Negotiation Tactic that a character might have
- Matching the Negotiation category to the Insight
- **'Think' Option**
  - Players can use the 'Think' option to roll for new negotiation tactics

### **Character specific abilities/features to tutorialize:**

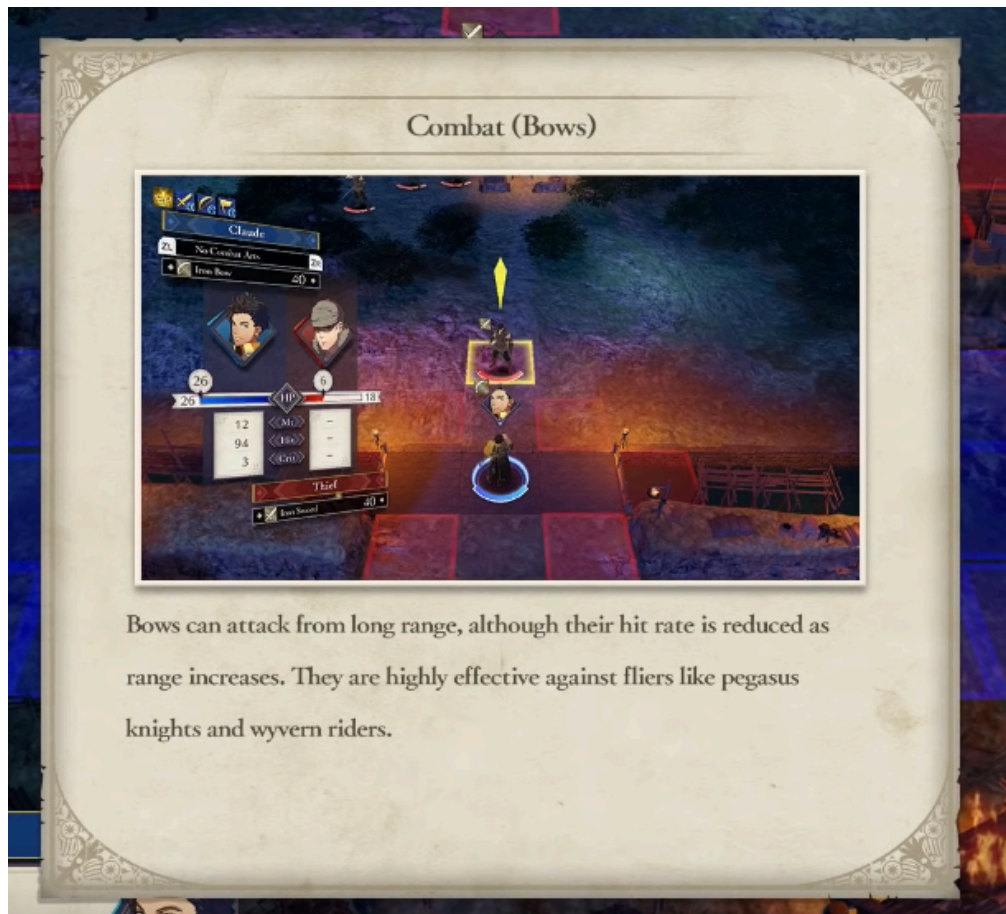
- **Enra's Combat**
  - Enra deals low damage and has long-ranged attacks
  - Accuracy lowers the further away she attacks from
- **Grael's Combat**
  - Frontline Unit with high damage and close-ranged attacks
- **Enra's Ability: Nurture**
  - Single-target
  - Heals characters for a low amount
- **Grael's Ability: Smokescreen**
  - Area-of-effect
  - Provides an evasion bonus to **ALL** units inside of it
- **Enra's Negotiation**
  - More likely to pull negotiation options from the **Empathy** (green) category
- **Grael's Negotiation**
  - More likely to have negotiation options from the **Pressure** (red) category

### **References Part II:**

- **Fire Emblem: Three Houses**

Players should have a 'gameplan' of what each character should be doing when they begin their first fight.

*Unchained* can do this by giving a short and sweet explanation of characters through a text box like the one below:



## Sequences (Conflict 1 Agnar and Emrik):

1. As soon as the player has control of Enra, display a text-box similar to the one above. 'Page' 1 displays [Enra's Combat](#)
  - Optionally this page contains an image/gif showing Enra's long range
2. Players should be able to click somewhere to move to the next 'page'
3. 'Page' 2 displays [Enra's Ability: Nurture](#)
  - Optionally this page contains an image/gif showing Enra's ability in action
4. Players should be able to click somewhere to close the text box
5. Display the switching party member tutorial like normal (Press Tab to cycle party members)
6. Upon gaining control of Grael, display a text-box similar to the one above. 'Page' 1

displays [Grael's Combat](#)

- Optionally this page contains an image/gif showing Grael's close range
7. Players should be able to click somewhere to move to the next 'page'
  8. 'Page' 2 displays [Grael's Ability: Smokescreen](#)
    - Optionally this page contains an image/gif showing Grael's ability in action
  9. Players should be able to click somewhere to close the text box

### **Negotiation for Fight 1 (Conditional Sequence)**

10. Upon bringing up the Negotiation screen with Enra for the first time, display a text-box similar to the one above. 'Page' 1 displays [Enra's Negotiation](#)
11. Players should be able to click somewhere to close the text box
12. Upon bringing up the Negotiation screen with Grael for the first time, display a text-box similar to the one above. 'Page' 1 displays [Grael's Negotiation](#)
13. Players should be able to click somewhere to close the text box

### **Appendix:**

**<https://discord.com/channels/1246131033137741897/136002308083928280>**

- "Directing Players Eyes in the Tutorial" in the usability channel.