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| Clip | **TutorialState.Introduction** |
|  | *Disable flying* |
| 00 | Welcome inside the OctaviCopter! You are about to embark on a journey where virtual reality meets musical exploration! |
| 01 | Get ready for your VR pitch training! In this tutorial, you will learn how the OctaviCopter works so you will be able to tackle the tasks ahead. |
|  | *Display C Major scale* |
| 02 | What you see in front of you are coloured spheres that represent the notes of the C Major scale. |
| 03 | The pitch is indicated by both the colour of the sphere and the height at which it is placed. |
|  | **TutorialState.FlyingFirstNote** |
|  | *Display C3 and E3, spaced quite far apart to make flying easy (plus close C3)* |
| 04 | You will use the OctaviCopter to collect notes by flying through them. To fly, push either one of the joysticks forward. You steer with your head by facing your target. |
| 05 | Try flying through the red one now. |
|  | *Enable flying* |
|  | *Monitor for player flying through note* |
|  | **TutorialState.FlyingSecondNote** |
| 06 | Good! Now, fly through the yellow one. |
|  | *Monitor for player flying through note* |
|  | **TutorialState.FlyingThirdNote** |
| 07 | Excellent! Notice how the Rainbow Scale-o-Meter in front of the keyboard has a yellow border now. This will change to show you what pitch you are flying at. |
| 08 | Not all intervals go from low to high; sometimes you will be flying from a higher note to a lower note. |
| 09 | To aim at notes that may be hidden by the body of the OctaviCopter, you can use Stealth Mode; press either of the triggers to make the OctaviCopter transparent. |
| 10 | Try it now to aim at the red note below. |
|  | *Monitor for player flying through note* |
|  | **Tutorial.StateWaitingForReset** |
| 11 | Excellent! Now, press the Y or the B button to return to the start. |
|  | *Disable flying* |
|  | *Monitor for secondary button press* |
|  | **TutorialState.Tracks** |
| 12 | For each level, you will be presented with several sets of notes arranged in Tracks. |
|  | *Display three tracks (C3C3, C3D3, C3E3)* |
| 13 | One of these Tracks will match the notes that will be played at the beginning of the level, like this: |
|  | *Play hint notes* |
| 14 | Your job will be to select the correct Track. |
|  | **TutorialState.WaitingForKeyboardPlay** |
| 15 | While you are still learning which colours go with which sounds, you will be able to use the keyboard in front of you to help. |
| 16 | Try playing any one of the keys now. |
|  | *Monitor for key being played* |
|  | **TutorialState.WaitingForHintPlay** |
| 17 | Each white key will display its matching colour when you play it. This way, you can figure out which colours you need to collect. |
| 18 | If you can’t remember which tones were played, you can push one of the green buttons beside the keyboard to have them repeated. |
| 19 | Try it now. |
|  | *Monitor for hint playing* |
|  | **TutorialState.Experimenting** |
| 20 | Now, see if you can find the keys that match those *tones* on the keyboard. Go back and forth between the hint and the keyboard if you need to. |
| 21 | Press A or X once you have figured out which note colours you need. |
|  | *Monitor for primary button press* |
|  | **TutorialState.TrackSelection** |
| 22 | Now, determine which Track contains the notes you need to collect. You will need to place the OctaviCopter in front of that Track. |
| 23 | You cycle through the start positions by pressing the Y or B button. Try it now. |
|  | *Monitor for secondary button press* |
|  | **TutorialState.TestDrive** |
|  | *Enable flying* |
| 24 | Good! Keep pressing the Y or B button until you are in front of your chosen Track, then start flying! |
|  | *Monitor for level completed* |
|  | **TutorialState.TryAgainFeedback** |
| 25 | Oops! That was not the correct Track! Don’t worry, you can try again. Just press X or A to restart. |
|  | *Monitor for primary button press.* |
|  | **TutorialState.SuccessFeedback** |
| 26 | Excellent! You have finished the tutorial! |
| 27 | If you got the Track right on the first try, you would have been awarded full points for the level. You get half points for getting it in two tries. |
| 28 | You have as many chances as you need to get the correct track, but you will not receive any points after the second try. |
| 29 | Good luck! Press X or A to start the first level. |
|  | *Monitor for primary button press* |