**Tutorial Description**

* What the tutorial is
  + The purpose
* The structure
  + Why

The tutorial is the introductory level to the game. It is used to introduce the player to the mechanics so they can become familiar with them. The player, as they run through the tutorial, will encounter each mechanic and be given a short description to how it works. The player will encounter the mechanics throughout the tutorial but only be introduced to one at a time.

The order that mechanics are introduced in is:

* Movement controls
* Obstacles (Jumping)
* Enemies
* Traps

The mechanics are ordered this way as they build off each other to form the core gameplay. The health mechanic, and therefore the death mechanic, are also introduced with the first encounter of enemies as this is the first time they could be encountered.

The tutorial starts off by showing the first objective to reach, the village, before panning over to the player starting in the forest to the left of the village. The player is then shown how to move and makes their way to the village. Before they make it there, they encounter obstacles that require jumping over. After this, the player makes it to the village where they are told why the character is there, shown the castle, and warning of danger going forward. The player continues forward and encounters the first enemy. Just before reaching the castle, the player gets introduced to traps. Once the player reaches the castle, the tutorial is finished.

**User Stories**

As a player, I want the tutorial to engage me so that it makes me want to keep playing

As a player, I want to know the story so that I understand why the character is here

**Validation Criteria**

* The player understands the controls
* The player understands the story
* The player understands the goal
* All triggers happen correctly

In order for the tutorial to be successful, it has to pass certain criteria. These criteria can be split into two parts: technical criteria and player criteria. On the player side, it’s about how the player feels after playing through the tutorial. This can include:

* The player understood the controls
* The player understood the goal of the tutorial
* The player understood the story of the game

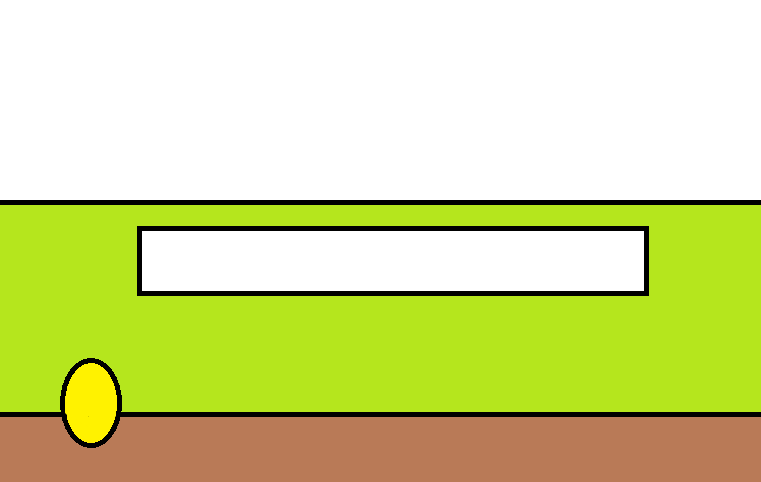
The technical criteria are based on whether the tutorial is working on a functional level. This can include:

* Triggers are functioning correctly
* The character does not get stuck

Layout of the tutorial

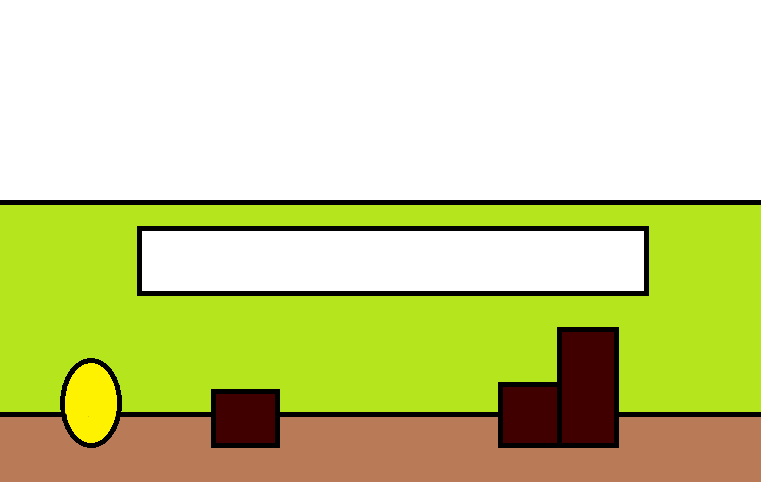


Introduce moving



Movement Controls

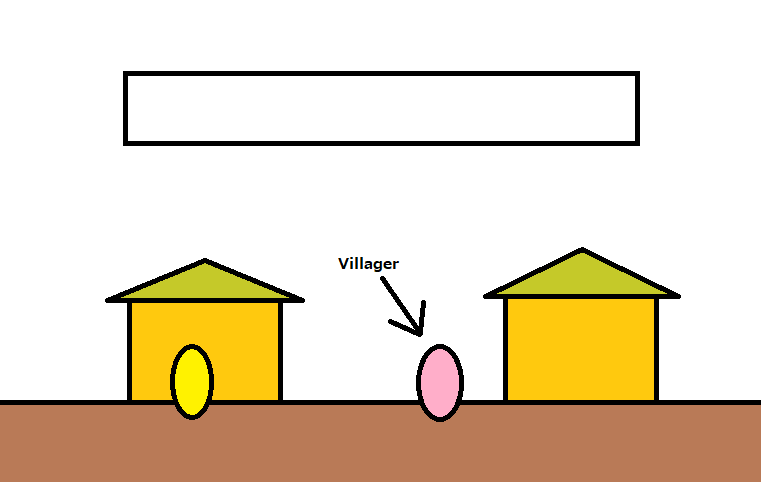
Introduce jumping



Jump Controls

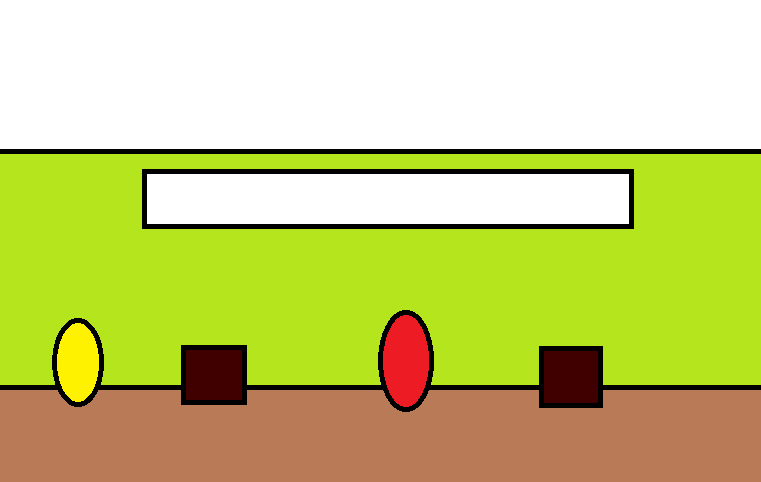
Obstacle

Player makes it to the village



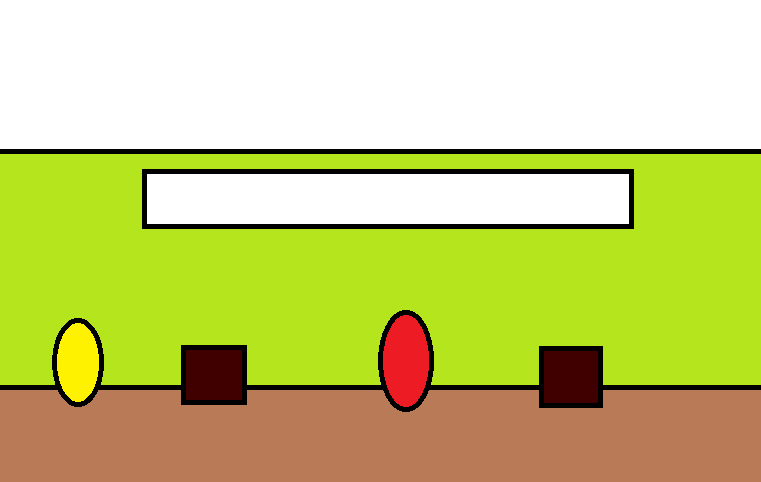
Villager Script

Introduce enemies



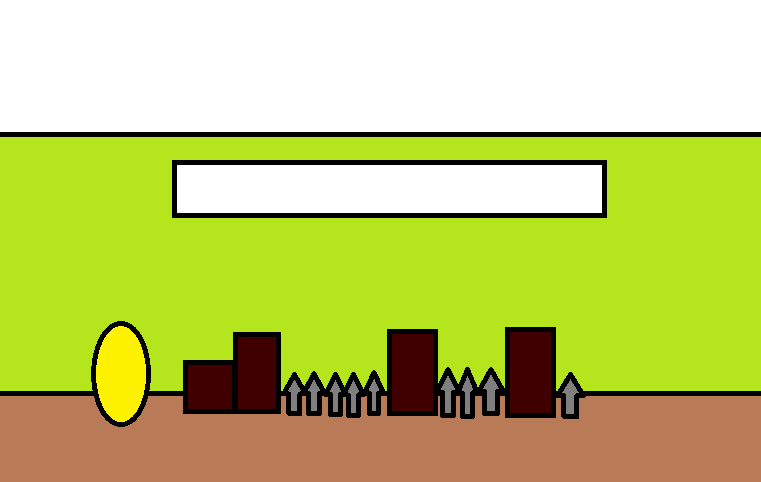
Enemy Introduction

Introduce health



Health Introduction

Introduce traps



Trap Introduction

Tutorial end

