Tutorial

* Introduce Setting
  + Show Castle
  + Show Village/Forest
* Introduce Story
  + Tell player why they are there
  + Tell player about the castle
* Introduce Mechanics
  + Running
  + Jumping
  + Enemies
  + Traps?

1. Start camera at village
2. Pan over to where player is (left forest before village)
3. Display movement controls
   1. When player moves far enough, remove movement controls
4. Put obstacles to jump over
   1. Display Jump controls
   2. When player moves far enough, remove jump controls
5. Player arrives at village
   1. Villager tells player the dangers of the castle
   2. Activate castle camera (done to not show the right side of the forest)
   3. Player completely disregards dangers (as usual)
   4. Village is a safe point (small area with no real gameplay)
6. Player moves through village
7. Player goes into right forest
8. More obstacles put in the way
9. Player encounters first enemy
   1. Pause for a short time
   2. Display short health mechanic description
10. Continue along with more obstacles and enemies
    1. Implement traps here if we do
       1. Display short trap mechanic description
11. Player reaches the castle