**Tutorial Map**

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Purpose:

Establish who the main character is and how he got here. Introduce the basic mechanics of the game (Movement, stealth, equipment, inventory management, combat, and health). Set the player up for the continuation of the story into the next level.

Key point of map:

* Small and abandoned rural village
  + Provides the player with a place where they are free to decide how they wish to proceed with the objective(s)
  + It is abandoned so that the player doesn’t have to worry about if an NPC is friendly or not. The only NPCs that will be roaming around will be hostile.
* Larger Church:
  + More centrally located to provide easy reference point when traversing the town
  + This is where the carriage will stop when we escape
* Props around the town:
  + Few of these to emphasize that the town is not currently occupied
  + Provide LOS blocking for stealthy gameplay
* Building with starter gear:
  + On the side of town that we entered from to ensure that the Player must traverse the first half of the map
* Road out of town:
  + Once the player kills enough of the guards, the carriage will start to travel out of town on the opposite side from where we entered. This will ensure that the player will have to traverse through the other half of the map if they didn’t choose that route before finding the starter gear.