Beginner/Tutorial Potions

**Potion:** Food potion

**Implementation:** Food potion can be one of the first, if not the first potion, as it only requires one ingredient to be cooked. Level could work in the following way: input needs to be something like a carrot. Player then chooses the path, with normal conveyors, to an oven (pre-placed) which outputs the cooked ingredient. Player then uses conveyors to get to the cooked ingredient to the output. This teaches the player how to use inputs, conveyors and ovens. However, the player won’t know how to use the input or how to place the conveyors, so the mayor should pop up, tell the player to tap the input and select the right ingredient in as few words as possible in each pop up e.g.

* “Tap on the conveyor”
* “Tap the ground to place it”
* “Tap on play”

Arrows or greying out the screen could be used here, so that the player can’t tap anything but the correct things, in the correct order, thus making the level impossible to fail. The artwork has been done for a carrot, I think, as it was debated as a currency. The player should be reminded to check the cook book first, to form it into a habit, so they will continue to check it later on in the game. This can be done by having a small pop up in a corner saying something like “Check the cook book before you start”, that doesn’t cover the whole screen or stop the player from pressing anything else.

This could be split into 2 levels with the first level teaching the player how to use the cook book. Therefore, the 2 levels can be the same, but the first one has a completed factory, it just needs the correct input. This would allow for the mayor to pop up and say:

* “Tap the cook book”
* “Tap on the input”
* “Tap on the carrot”
* “Tap play”

This allows for the cook book to be taught in the first level and reinforced in the second, with the conveyors and oven being taught in the second and reinforced further on.

**Potion:** Health Potion

**Implementation:** as the second potion, this should require 2 inputs but use the same machine (oven). The player knows how the input, oven and conveyors work but this is a way of enforcing the knowledge. Oven is again pre-placed, but each input should lead to it with conveyors, so that both ingredients are cooked simultaneously, e.g.

Output

Input

Oven

Input

The player needs to look at the cook book to work out which ingredients should be used to make the potion, anise and chamomile, and by pre-placing the oven, they will not only reinforce how its used, but also how to combine ingredients to potions.

The same level can be used as the following level, but removes the oven, so the player knows that they have to use the cook book to find out what machine needs to be used with the ingredients to make the potion. Therefore, they will have to place the oven themselves, but can follow the template from the previous level. As this is the first empty level, apart from inputs, this should be easier than the following ones, so the player doesn’t struggle while learning.

**Potion:** Love Potion

**Implementation:** This should be another empty level, thus testing what the player has learned so far. However, this level should introduce the grinder as the 2 ingredients, rose and salvia, need to be ground together to form the potion. The inputs can be placed in different areas than before, so the same template can be followed, 2 into 1, but the actual path is different. The cook book will list both of the ingredients and the machine needed, so the player will need to look at this to figure out the solution, as will be the case with every level. This will require the cook book to be redone, but this was a discussion we have already had, so it shouldn’t cause any issues. This is the 5th level, so the player should have gotten into the habit of checking the cook book at the start of every level.

**Potion:** Pain Reduction

**Implementation:** this potion is made from 2 ingredients, aloe and mint, but requires the use of 2 machines, grinder and brewer, thus teaching the player that multiple steps are required for some potions. This will also teach the player about how a brewer works, taking one type of output to turn it into another type. The level should be almost empty, only including the inputs and the brewer, as this is a new machine.

This is the basic path the opening levels should follow, but it may need to be further spread out, possibly with 3 levels between each main level listed here. These wouldn’t introduce any new machines but be used as a way to reinforce what the player already knows.

Potential other potions

**Potion:** Strength

**Ingredients:** Rosemary, Cinnamon

**Machines:** Grinder, Brewer

**Potion:** Invisibility

**Ingredients:** Basil, Comfley, Cunin

**Machines:** Grinder, Oven

**Potion:** Night Vision

**Ingredients:** Rosemary, Oleander, Aloe, Mint

**Machines:** Grinder, Brewer

**Potion:** Vigour

**Ingredients:** Salvia, Rosemary, Comfley

**Machines:** Brewer

**Potion:** Luck

**Ingredients:** Rose, Water Hemlock

**Machines:** Oven, Brewer

**Potion:** Immortality

**Ingredients:** Buckthorn, Basil, Aloe, Chamomile

**Machines:** Grinder, Oven, Brewer