Enemy Segment

Ship hold

Cannon/ammo activities

Enemy interactions

Repair deck

Bail water

Enemy notification

Reward sequence for completion of tutorial.

(later goal) Introduces player to rewards and customisation.

Rocks Segment

UI timer

Success/failure conditions

Consequences

Rock notification

Free gameplay, only including all activities introduced via tutorial (ENEMY, REPAIR, BAIL, WHALE, ROCKS)

Whale Segment

Mast interaction

Success/failure conditions

Consequences

Whale notification

Free gameplay, only including all activities introduced via tutorial (ENEMY, REPAIR, BAIL, WHALE)

Seagull Segment

Seagull notification

Seagull hazard

Mop, cleaning deck

Free gameplay, only including all activities introduced via tutorial (ENEMY, REPAIR, BAIL)