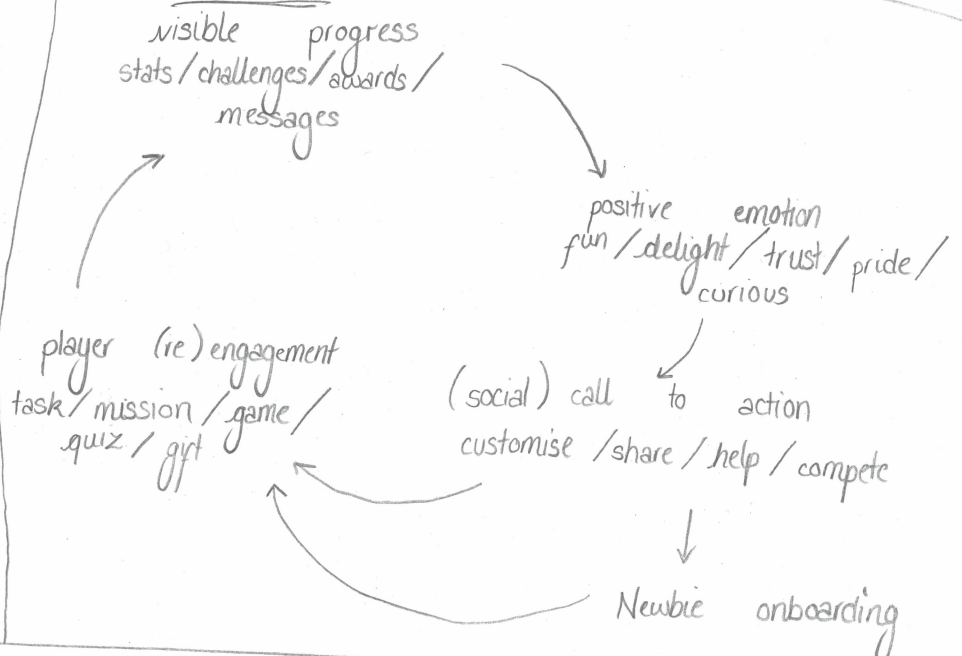


Engagement Loops

- Novices needs onboarding
 - ↳ Welcome, goals, progress, achievable rewards
 - ↳ Tutorials provide newbie onboarding *
 - ↳ missions guide + motivates the player
- * guide players through actions that will advance their progress

EXAMPLE



- onboarding starts with a greeting + goal: Praesul could greet player + tell them their core goal
- goal-driven tutorial introduces key actions, systems + rewards
- gameplay designed around collaborative / expressive playstyle
- rewards + reminders encourages players to check-in
- design for customisation; virtual goods let players customise their exp.

End of tutorial

e.g. / 2 birds on Praesul + 3 flowers (different)
that teach user goals etc.



could include

- combining seeds to make new ones
- grouping trees can increase produce yield or provide additional benefits such as attracting new creatures to optimal times to collect produce

RELATIONSHIPS ARE KEY

teach seeds optimal times to collect from flowers / produce so encourages re-engagement

could be shown via birds fluttering to tree

could use tending mechanics

e.g. / birds may eat seeds if left to long

- at end of tutorial, game auto zooms out
so they can see that there is more
to game

↳ learn there are trees with different
growth rates have different produce
that have different effects when
fully grown

⇓
easier to grow in
inventory then place once
fully grown + could
be shown by
silhouette filling with
colour

- tutorial must achieve awe + wonder + have full
screen