Amy

-TIPS FOR GOOD TUTORIAL CREATION-

* The less text the better - text generally ruins the pacing and immersion of a game, and will often be skipped by those players that need it the most
* The tutorial should be interactive (hands-on) - the players should play through the actions they need to learn, and this will help them to understand what the tutorial is trying to convey.
* Don’t front load your tutorial - it is not necessary to deliver every piece of information that your player will ever need, right at the start of your game
  + By doing this, you will overwhelm your player with information and undersupply them with engagement
  + It also risks the player forgetting information by the time it is needed, and they are more likely to get bored of your tutorial
  + It is far more beneficial for both designers and players to introduce gameplay elements as they become important, the player gets into the game quicker, the information is given in digestible chunks and they will get to start practicing what you taught them as soon as possible
  + If there are elements of UI or menu screen that won’t be used by the player for the first 30 minutes of gameplay, don’t clutter your screen with them from the start
* Make the tutorial fun - people learn better when they are having fun, so your tutorial should be exciting, interesting and just as engaging as any other part of the game
  + If you can’t grab the player in the first 10 minutes of gameplay, then you are going to lose a large part of your audience
* Reinforce learning through play - reinforce things taught during the tutorial by highlighting their use in gameplay but do not make it overly telegraphed
  + It is important to help the player understand how to apply the tools they learnt about in the tutorial during actual gameplay
* Give feedback to users, as users need to know how well they are doing.
  + Things like progress bars, levels and encouragement messages will motivate the player to complete the tutorial.
* Listen to your players - your tutorial is probably the most important thing in your game to playtest (it is easy to believe something is intuitive when you’ve been developing it over time)
  + Don’t talk to your players during this process, but watch where they get stuck and what they have trouble with, then listen to what they say to you after that before asking questions
  + Be mindful of your demographic - what may be second nature to you may not be so for the people in your demographic
    - Not everyone will be familiar with the conventions that you are using
* Tutorials should be skippable or shouldn’t interrupt the flow of play - you don’t want to have to force everyone to sit through your tutorial every time they start the game again
  + Manage frustrations, be aware of possible users’ frustrations and anticipate user errors when crafting your tutorial.
* Anything you put in the tutorial should always be accessible - it doesn’t have to be in any deeply immersive fashion, but simply including a help encyclopaedia in the options menu or access to how-to videos from the pause screen will go a long way
* It is important to keep the player engaged in the tutorial of the game, this can easily be achieved by giving players rewards for completing tasks in tutorial.
  + Giving players rewards, causes or brain to release quick doses of dopamine; this motivates players to continue playing the game, and come back later.

Sources

<https://www.youtube.com/watch?v=BCPcn-Q5nKE&vl=en>

<https://www.gamified.uk/2017/10/19/gamification-lessons-candy-crush-soda-saga/>

-CASE STUDY: VIVA PIÑATA-

In order to get a feel for how we could introduce new players to our game, I decided to investigate Viva Piñata and play through the opening sequence, in order to identify the techniques that Rare used during the onboarding phase.

For an overview of how the game begins, you can view a YouTube gameplay series [here](https://www.youtube.com/watch?v=5L_v0BUuIgA)

* Greeting/introductory video: large emphasis on the world being the players own, with lots of customisation capabilities
  + “An ever-changing world full of endless possibilities”
  + “This is a world where you get to call the shots”
  + “Piñatas and plants life that inhabit the garden are all determined by you”
  + Name new piñatas
    - As you progress, you can choose which piñatas to collect and which ones to trade
    - Piñatas are attracted as visitors based on your gardens content and may choose to move in
  + Your world to explore and ultimately transform into whatever you would like it to be
    - “Feel free to change anything, everything, if only to see what happens!”
* Call to action: Leafos crying in the middle of a barren garden
  + She aids the player during the game and introduces new features
  + Begins by giving the player a journal and explains how to open it using the radial menu
    - Also explains what the journal is used for: “stores all the information that you discover while playing the game and is split into parts to make it easier to find what you need”
  + Then introduces alerts to the player, demonstrating how to access them and what they are for
    - The most important alerts open automatically so that the player cannot accidentally miss them, but they get the choice whether to open the others
  + Provides player with tools, starting with a shovel, and encourages them to use these to clean up the barren garden. During this phase, she also explains how to talk to her when help is required
* Flashing icons guide the player through the next stages of the game, with Leafos providing additional information when necessary
* “How to” option is always accessible when being introduced to new tools and can be accessed again at any time via the players journal
* Short cutscene plays whenever a new piñata appears for the first time
* Explanation of chocolate coins as currency
  + Content is gated: players can collect chocolate coins, but not access the shop until a certain point in the game
* Early win states: new piñata for clearing the garden + immediate reward of grass seeds for attracting your first visitor
* Player introduced to Willy Builder
  + Builds piñata houses so players are able to breed piñatas
* Player awards for new visitors, new residents etc.
* Core tutorial lasted approximately 9 minutes, players are then given the opportunity to explore and are fed remaining information as it is needed during play
* Player choice: Players are given the option to choose 1 of 2 seeds to begin their garden - no hints are given as to what these seeds become
  + Each plant has a water meter which the player must check on by hovering over the plant
  + Visual affordances: brown = wilted, blue = overwatered

**By ~15 minutes of gameplay, these were the features I observed:**

* 5 different piñata species encountered as visitors
* 1 seed planted (encountered 2)
* 1 piñata house + 1 successfully bred piñata
* Basic introduction to currency
* ~6 player rewards
* ~5 resident piñatas

-GENERAL IDEAS-

* Onboarding process starts with a greeting and a goal: Praesul could greet player and tell them their core goal
* Goal-driven tutorial introduces key actions, systems and rewards
* Gameplay designed around collaborative/expressive play style
* Rewards and reminders encourage players to check-in to the game and re-engage
* Design for customisation - virtual goods let the player customise their experience
* Endowed progress - start the player with some fully-grown objects so that they have a head start in the game
* What do we want our players to learn? - time delays, grouping for increased produce, reward schedules
* Include early win states; provide rewards every 15-20 secs in a 5-minute-long tutorial
* Vastness; mountains, waterfalls, towering, trees
* Colourful patterned seeds, unusually shaped trees, unique creatures
* Goal of the tutorial: complete this screen
  + Sub goals: complete X, Y, Z
* Trees grow as bagged saplings in player inventory
  + Starts at a silhouette and fills with colour as it grows
  + This ties into Nintendo suggestion of using progress indicators during the player onboarding cycle, giving them a sense of purpose, defining the rules of progress (waiting time for tree to grow), providing visual feedback and motivating them to act through intrinsic motivation
  + Also allows player to choose which objects to decorate their planet with, without preventing them from progressing in the game (new trees can be grown in their inventory, not needing to be directly placed on the planet)
    - New trees may need to be placed if the player wants to attract creatures

Dan

* Trees grow as bagged saplings in player inventory
  + When trees are planted on the planet, they can attract new animals. This way planting the trees on the planet has a reason, and adds to surprise when players get a new animals. This also ties to the previous research, as we reward the player for doing things right.
    - Planting trees together (for example in an orchard), definitely increases the chance of receiving higher produce. Planting trees in an orchard can also increase the chance of attracting new, unique animals.
      * Orchard can be used as a mechanic for combining trees. One of Minecraft mods uses a similar mechanic, where players have to plant plants next to each other with a empty spot in the middle. There is a certain chance a new sapling will spawn in that area, otherwise either of existing plants will yield again.
      * Similar mechanic can be used in our game, as it ties into the surprise of getting a new sapling.
* Players could start with items already placed on the planet, and their first quest would be to harvest the produce from those items.
  + This also gives them a feeling of progression and will make them more invested in the game. (in-doubt progress / FarmVille does this).
  + This also give players things to do at the start of the game, this way they are more invested in the game.
* Badges, stickers, achievements, rewards = quick dopamine rush = motivation to play
  + “Dopamine is your brain’s version of a carrot” - Thorin Klosowski, “The more goals you achieve, the more dopamine it releases and the easier it is to stay motivated”.
  + Achievements are a psychological trick mean to get users invested in the game
  + Most players, don’t care if the stickers/badges mean anything, they're primed to nab those trophies anyways. That's because achievements cause brain to release dopamine.
  + If those are introduced in the onboarding process, they can be a powerful motivation for people to stick around and try to collect more of the achievements.
* Easy daily quest from preasul to start with, it can use the items that are already placed on the planet, this will give players sense of progression.
  + The first few quests in the beginning of the game, would be fairly simple allowing player to quickly progress.
    - At early stage of the game, it gives players sense of purpose and progression, making them more likely to stay/come back to the game according to the 3 Fundamentals User Onboarding Lessons from Nintendo.
    - This not only motivates the players to continue progressing, by rewarding them for playing the game, it also inspires the users to progress.
    - “Need to complete” one is the most powerful psychological drivers behind video game engagement.
    - Zeigarnik found that unfinished tasks stick to person’s memory, making the more likely to come back and finish the task in the game they have started.
      * When people leave tasks unfinished, the brain will keep bugging them about the task.