-INTERFACE ELEMENTS-

* Seed packet icon: Seed shop – displayed left hand side next to pebbles
  + When seed is purchased, item pop-up that says “New item (if object has been grown before, replace “New item” with the item’s name) added to backpack”
* WIP: Pebbles (currency) – displayed left hand side
* Journal icon: Allows player to keep track of their discoveries, awards, tips for gameplay and game options
* Backpack icon: Stores saplings and fully-grown mature trees – displayed right hand side
* Wicker basket icon: Alerts player when an object which is placed in the garden is ready for harvest – displayed right hand side

\*Nice to have: icons appear during the tutorial as they are introduced, rather than everything being present on screen right from the get go, as influenced by research

-WHAT TO INCLUDE/TEACH THE PLAYER IN BASE TUTORIAL-

* Introducing the player to Praesul and teaching them their goal
* Show the difference between single yield and multiple yield objects
* How to harvest objects
* How to access their seeds and saplings
* How to dib/plant a seed to turn it into a sapling
* How to identify when a sapling requires watering
* How to water saplings
* Show that Pebbles are earned when produce is automatically converted
* Show that Pebbles can be used to purchase new seeds + How to use the shop system
* How to identify that a fully-matured object is ready to be placed on planet
* How to place objects from their backpack into their garden
* Show that tasks can be obtained from Praesul and completed for additional rewards
* Show players that the game automatically saves on close
* Show players that the game automatically loads on open (both this and saving can appear as tooltip when player starts a garden)
* Provide the journal to the player – it should be intuitive to use but perhaps Praesul could give a brief explanation of what it is when he gives it to the player
  + “this is where you can find information about your garden stats, as well as the options menu”
* Show players how to identify when an object is ready to be harvested

FUTURE

* Optimal time for harvesting both single-yield and multiple yield objects
  + Praesul could mention in main tutorial “items in the garden have an optimum time to collect their produce, so be sure to check your garden regularly for the maximum yield”
* Show that certain trees may have passive effects
* Show that creatures are passive/decorative rather than interactable objects

-TUTORIAL STEPS-

Greeting and goal: Praesul tells the player “This place used to be beautiful and full of friends, but now it is just me. Can you help me build a flourishing garden again?”

* Praesul gives player a choice of two seeds, one of which goes into their inventory, item pop-up plays that states “New item added to backpack”
  + He offers the player a choice of two seeds, one in each branch (like a hand)
  + Example: “To get you started, I found these odd seeds. I don’t know what they are but maybe you could plant one.”
  + “Seeds grow in your inventory until they are fully mature and ready to place in your garden.”
* Backpack icon flashes to alert the player that a new item has appeared in their backpack, and a grey overlay is displayed on all other game elements so that player can only tap backpack
* Player must tap the new seed once to dib/plant it and turn it into a sapling
* A blue glow flashes around the saplings inventory space to indicate that it requires watering. Players must tap and hold the sapling for 5 seconds to water the sapling and start its growth. (Blue colour fill/progress circle for progress in inventory square to show watering progress, disappears once fully watered)
  + Growth of sapling begins and is displayed to the player as a silhouette “filling with colour” of sapling sprite. Once fully grown, tree will turn into fully grown sprite which will then be found in a new tab in the players backpack
* Wicker harvest basket icon flashes in top right of screen to indicate that an object placed in the garden is ready for harvest and a grey overlay is displayed on all other game elements so that the player can only tap the basket icon
  + Tapping basket icon hides all UI elements/menus and jumps straight to the garden overview (not straight to exact object)
* When an object is ready to harvest, it will glow (could also be an exclamation point or small basket icon above the object, to be confirmed with Dan and through testing). The player must tap the object to harvest it and harvested items are instantly converted into pebbles (once per object in the yield e.g. if group of 6 carrots, each tap removes a single carrot only)
  + In tutorial, player should be shown both types of objects – a group of carrots and a tree should be placed next to each other to show that there is a difference between single yield items and multiple yield objects
  + Single yield objects are likely to grow more quickly, whereas objects that provide multiple yields will take longer to grow
  + When player taps the item and converts to pebbles, a + icon could be displayed to indicate to player that they are getting currency for this
  + There are single yield items such as carrots, and multiple use items such as trees which produce multiple yields
* Having collected some pebbles for harvesting the objects in their garden, the player is introduced to the shop
  + Grey overlay displayed on everything but seed packet icon, which flashes to alert the player to click on it.
  + “From harvesting items, you have gained Pebbles to spend in the shop”
  + Shops could have perks like increased watering rate, increased growth rate etc
  + The seeds in the player shop are not given any description or name until the player has discovered what they grow into for the first time – attempts to elicit surprise
  + The seeds in the shop at the start of the game will grow into objects with a short growth time
  + The player is encouraged to buy new seeds from the shop in order to progress
  + Item notification for new seed is displayed
* Players should be guided to their backpack in order to kickstart the growth of these new seeds. Since these are quick growing objects, players will be shown how to weed a plot while a quick growth object (carrot for e.g. take 1 minute) matures in their backpack
* From here, they will be shown the additional backpack tab which will have the fully-grown seed that they chose at the start of the tutorial as well as the new quick-grown object
* In order to place an object from their fully-grown items tab into their garden, players must tap the object in the backpack and tap/drag it into place in their garden (these options should be discussed with Dan and tested in-house for fluidity)
* Once the player has completed the basics, Praesul gives them a task to complete and states that the player can talk to him when it is finished for additional rewards (currency)
* Praesul gives the player their journal as a “gift”/reward for completing the tutorial
  + Journal presented as before but clicking on an object provides them with information such as first discovery date, how many times grown etc.

-FOR THE FUTURE-

* Players must also be told about saving and loading the game, this could be presented as a tooltip once the player starts a garden
* Grouping objects increases produce/yield (Praesul could hint this to the player as a tip/trick bubble which would randomly occur)