Tutorial Level Outline

Room 1:

-purpose: teaching the player about the body switching mechanic

-the room will only have two doors and only one enemy

-the player will be spawned next to the bottom door while the enemy will spawn next to the top one

-the player will be unable to damage the enemy

-the player will die and switch bodies

Room 2:

-purpose: teaching the player about different abilities

-the catalogue button will be invisible until now

-2 doors, top and bottom

-the room will contain 4 enemies

-upon killing the first 2 the 2nd ability will be unlocked and the catalogue will be unlocked

-upon killing the other 2 the 3rd ability will be unlocked

Room 3:

-purpose: teaching the player about the narrative component

-3 enemies, 2 doors

-upon killing all enemies the last ability will be unlocked and the player will automatically enter the catalogue screen

-the unclaimed items will glow (light FX)

Room 4:

-purpose: teaching the player about the shop

-no enemies, 2 doors

-starting with this room the biomes will be randomized