

1.- Make the history of the game

2.- Define the mechanics

3.- Check the different types of tutorials and introduce the tutorial in an organic way

4.-Tutorial basic rules:

A.- Not too much text

-> Simple instructions

-> Typography easy to read

B.- Don't front-load

-> Only necessary information

-> Short and understandable explications

C.- Fun to play

-> Be as entertaining as the main game

-> Get to keep the player playing

D.- Reinforce learning

-> Give rewards to encourage the player

-> Make feel the player progresses

E.- Listen to the testers

-> Be open-minded with external opinions

-> Think in the point of view of new players