1. First part of tutorial
   1. “This shouldn’t be a difficult level for you.”
   2. “We can already make a triangle based on where the ball is coming from.”
   3. “Let’s put the triangles here! Enter edit mode and create the triangle”
   4. Put the first three helper dots
   5. Player clicks on the three helper dots
   6. Triangle is created
2. Second part of tutorial
   1. “Perfect. The ball should bounce straight down.”
   2. “Get out of edit mode and press the left mouse button to release the ball”
   3. Player presses space and clicks on the left mouse button
   4. Ball is released and bounces straight down
   5. Freeze time
3. Third part of tutorial
   1. “Before we create another triangle, we should first check where exactly the ball is headed.”
   2. “Press the spacebar now”
   3. “Can you see the red arrow near the ball? That shows you which direction the ball is headed.”
   4. “You can use that determine where you need to place the other triangles.”
   5. “Hmmm, looks like we should place the triangle here.”
   6. Place the dots and create the triangle
4. Fourth part of tutorial
   1. “Remember, heading into edit mode while the ball has been released is useful for checking which direction and where exactly the ball is moving in/to.”
   2. “Alright, let’s get out of edit mode now”
   3. Player presses space, watches ball bounce to the right.
   4. Freeze time
   5. “Head into edit mode now!”
   6. Player presses space, arrow is displayed, helper dots displayed
   7. Player creates new triangle
   8. Player presses space, time is unfrozen, ball moves, bounces off third triangle
   9. Freeze time
   10. “Again, head into edit mode now!”
   11. Player presses space, arrow is displayed, helper dots displayed
   12. Player creates new triangle, there is an extra dot on the screen
5. Fifth part of the tutorial
   1. “Uh oh, looks like you accidently created two dots on the screen. Not to worry, just press ‘r’”
   2. Player presses ‘r’, removes extra dot from the screen
   3. “Pressing ‘r’ removes the latest dot that was placed on the level.”
   4. “Alright, let’s get out of edit mode now”
   5. Player presses space, time is unfrozen, ball moves bounces off last triangle, heads into goal

(-2, -11.44, 34.65)

(-2, -11.44, 32.65)

(-4, -11.44, 34.65)

(-4, -11.44, 26.65)

(-4, -11.44, 24.65)

(-2, -11.44, 24.65)

(4, -11.44, 26.65)

(4, -11.44, 24.65)

(2, -11.44, 24.65)