* Explica barra de vida 🡪 explica movimiento y ataque 🡪 aparecene enemigos 🡪 derrotas a los enemigos, te explican el dash 🡪 aparece enemigo por la espalda, el tiempo se detiene hasta que uses bien el dash 🡪

Game starts. Everything is dark or almost dark. No sounds at all.

Optional: Something happens only when the player moves

Guy: Wow. It’s been some time since anyone was sent here. [short pause] I’m sorry, you must be confused / unable to see shit. Let me fix that. [short pause, “whom” sound of something –his avatar- spawning and then ball of light appearing and illuminating the room]. You can see now –meaning he doesn’t need to-. Hello, I’m [insert name here]. You must be really confused. Can you speak?

Player: …

Guy: I see. Don’t worry, it is common in newcomers. Wait, what language do you speak? Can you understand me?

Indetified possible improvements:

-Should the tutorial guy ask if the player can move, so they learn the movement controls?

-Should he ask for them to nod or something, so they learn the camera movement?

-

Ideas:

-transitioning between scenes would be better if

each scene had "spawn points" and the object

allowing the transition could access to them or

communicate them to the player/target scene

-better hierarchy organization

-create common function for npcs and enemies moving

purposes from MoveTo function in TutorialController