* 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.

Guy: Wow. It’s been some time since anyone was sent here. [short pause] Hello, I am Baroth. You must be really confused, but I need you to listen. You are being sent to a hostile world;

Player: …

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

-

Indentified 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?

-Interaction system tutorial?

-Jump mechanic introduction?

-

Features that should be added:

-Saving/Loading

-Other buff types

-Moving buffs

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