# Tutorial Design Document

From Menu: Tutorial

Rules of scene:

* Player should be able to leave the scene at anytime

Sequential steps for the dialogue and images to play (progress with left-click)

VAR CHARACTER\_NAME = "Tutorial"

>>> !CharEnter({CHARACTER\_NAME});

>>> TextboxEnter(Default)

// [**Playable character sprite**]{Called PlayerSlide}

{CHARACTER\_NAME}: Welcome to Simmer!

{CHARACTER\_NAME}:Your goal is to learn and make as many dishes as you can.

{CHARACTER\_NAME}: Before you jump in, here are some things you should know

// Farmer’s Market

>>> InvokeUnityEvent(NextSlide);

// [**Shopkeeper sprite**]{Called NPCSlide}

{CHARACTER\_NAME}: Shopkeepers provide quests for new recipes as well as ingredients to use.

{CHARACTER\_NAME}: Talk to the shopkeepers at the farmer’s market to receive new information about recipes

>>> InvokeUnityEvent(NextSlide);

// [**Recipe Book Icon**]{Called BookSlide} comes into frame

{CHARACTER\_NAME}: To check recipes you’ve learned, access the Recipe Book

>>> InvokeUnityEvent(NextSlide);

// [**Screenshot of full game screen including “egg ingredient going into recipe book upon discovery”]** {Called KnowledgeSlide}

{CHARACTER\_NAME}: Items you find will be added to your recipe book…

>>> InvokeUnityEvent(NextSlide);

// [**Image of ingredient in the recipe book**]{Called IngreSlide}

{CHARACTER\_NAME}: There, you can see how to use the ingredients you’ve unlocked.

>>> InvokeUnityEvent(NextSlide);

// [**Image of example utility map for egg includes: egg, pasta dough, cake batter, cake base and cream cake**]{Called UtilitySlide}

{CHARACTER\_NAME}: The utility map allows you to see how an ingredient is included in recipes.

>>> InvokeUnityEvent(NextSlide);

// [**Image of an example Recipe Map from the cream cake**]{Called RecipeSlide}

{CHARACTER\_NAME}:The recipe map allows you to see all the components of a recipe as well as the ingredients you have unlocked.

>>> InvokeUnityEvent(NextSlide);

// [**Appliances**]{Called ApplianceSlide} comes into frame

{CHARACTER\_NAME}: Use the appliances in your kitchen to make exciting recipes!

{CHARACTER\_NAME}: You can still make a dish even without knowing all of the ingredients..

{CHARACTER\_NAME}: Have fun cooking!



