Project: HoN Tutorial
Goal: To create a cohesive tutorial that teaches the basics of HoN
Overview:
The tutorial is intended to cater to moderately savvy gamers. We're not going to attract the soccer mom's and first time gamers here. As such, the tutorial assumes the player is able to figure out certain basics (such as camera movement). A few RTS basics are covered (moving and attacking), but for the most part this tutorial focuses on teaching material specific to HoN gameplay.

The advantage to this is we can keep the tutorial brief and to the point, maintaining the player's interest. A boring tutorial or a tutorial that a player doesn't want to play is going to do an ineffective job. More advanced topics could be covered in the future with an advanced tutorial, potentially.

Project Requirements:
- Art: Effects (for way points, etc), 2D interface art (for objectives and interface highlights)
- Programming: Need a robust scripting system to be created (essentially from the ground up) which will allow us to script all of the tutorial's functionality. An XML-based scripting system is suggested, but we have options. We should absolutely minimize hardcoded content.
- Interface: The tutorial will utilize several custom interfaces, including space in the main menu to get into the tutorial menu.
- Sound: Mostly voice-over work from a voice actor, maybe some custom sounds to correspond with the art used for pointing out objectives and interface elements

Tutorial Outline

1 - overall game goals with overview of gameplay
- A. base destruction
- B. Creeps move to eachother's base, attack, destroy
- C. Your goal as a player/hero is to become as powerful as possible in order to destroy the enemy base
  - i. leveling up, getting more powerful skills
  - ii. buying powerful items

2. Basic Hero Control (moving/attacking/leveling up)
- A. The player will be asked to move to a way point
- B. Player asked to engage some creeps via right click
- C. Player levels up, is instructed to spend a point in a skill
- D. Creeps spawned again, player asked to use the skill on the creeps

3. Heroes & Attributes
- A. Explain Hero types (agi/int/str)
- B. Explain attribute perks

4. The well + shopping
- A. Player sent back to heal from engaging creeps
- B. Introduce to the shop (highlight button on interface + in world)
  - i. Generally explain the types of perks items give.. from activated spells, to +damage/+attrib/ +HP/MP
- C. Shop System

  - ii. Explain recipes, sub components etc.
  - iii. Explain secret store/outpost
  - iv. Explain the stash
  - v. Explain disassembling items

5. Other ways to earn Gold and Experience
- A. How to earn gold
  - i. Creep kills
  - ii. Player kills
  - iii. Tower kills earn gold
  - iv. Neutral camps for gold/exp

6. Laning
- A. Player put into a lane with an enemy hero
- B. Explain staying behind creep wave, having creeps take most of the damage
- C. Explain last hitting and not wanting to push your lane too far
- D. Ultimately, have player push towers and such toward the enemy base and destroy main base structure

Tutorial Planning

General goals:

The general goal of this tutorial is to cover the basics of HoN. Much of HoN's content isn't covered (for the sake of brevity), however as a general rule of thumb, I'm trying to cover anything that isn't somehow explained or learnable through other means. There are some things that may be considered basics that are mostly self evident – those types of things are not covered in this tutorial. Generally, if it's reasonable to expect the player to be able to figure something out on their own (due to us making it obvious in otherways) we haven't covered it here.

There are also more advanced topics that aren't obvious to players but are also not covered here. We may deem it necessary to provide an advanced tutorial (it may be a bit overkill.. the stuff I have planned for it IS important, but can also be learned online the hard way if we don't have the time/resources to complete it). Originally I had planned on including an advanced tutorial.. but decided with sticking with a basic one first. Millions of players DID learn to play DotA with far less than even a basic tutorial, and I do think that learning some things the hardway is part of what made DotA addictive.

General notes:

1. Voice over dialogue is played in blue text
2. If a "voice over with popup" is specified, it means the voice over is accompanied by text in a popup that requires some sort of proceed button to move on. If no popup is specified, the voice over is played in the background and the tutorial will proceed automatically (unless waiting for the player to complete an objective)
3. All objectives for the player are displayed (summarized) in a 'current objectives' window (pictures and more details below). This isn't always specified in this outline, but at any point that the player is asked to carry out a task, that window should be giving the current instruction.
4. The voice script for the tutorial is essentially everything in blue. The final audio should be cut up mostly by paragraphs (so each can be called at set times).
5. This tutorial is written with the assumption it'll take place on Caldavar. I thought about having a custom map for it, but I think it'll be better for the player if it does take place on Caldavar. It'll be a bit "busier," but we'll keep the side lanes a non-factor by scripting the towers to not die. It will probably have to be a modified version of Caldavar to contain modified entity files.

Technical notes:

1. Until specified, creep spawning should be turned off. When it is turned on, it should be middle lane only or we allow all three lanes
2. Many parts of the tutorial involve showing some scripted gameplay to coincide with a voice over. All assets used here should be loaded before hand and set to the opposing team (so the player can't see it). At the necessary time, the team of certain entities should be switched so the player gains sight (and combat happens as necessary).
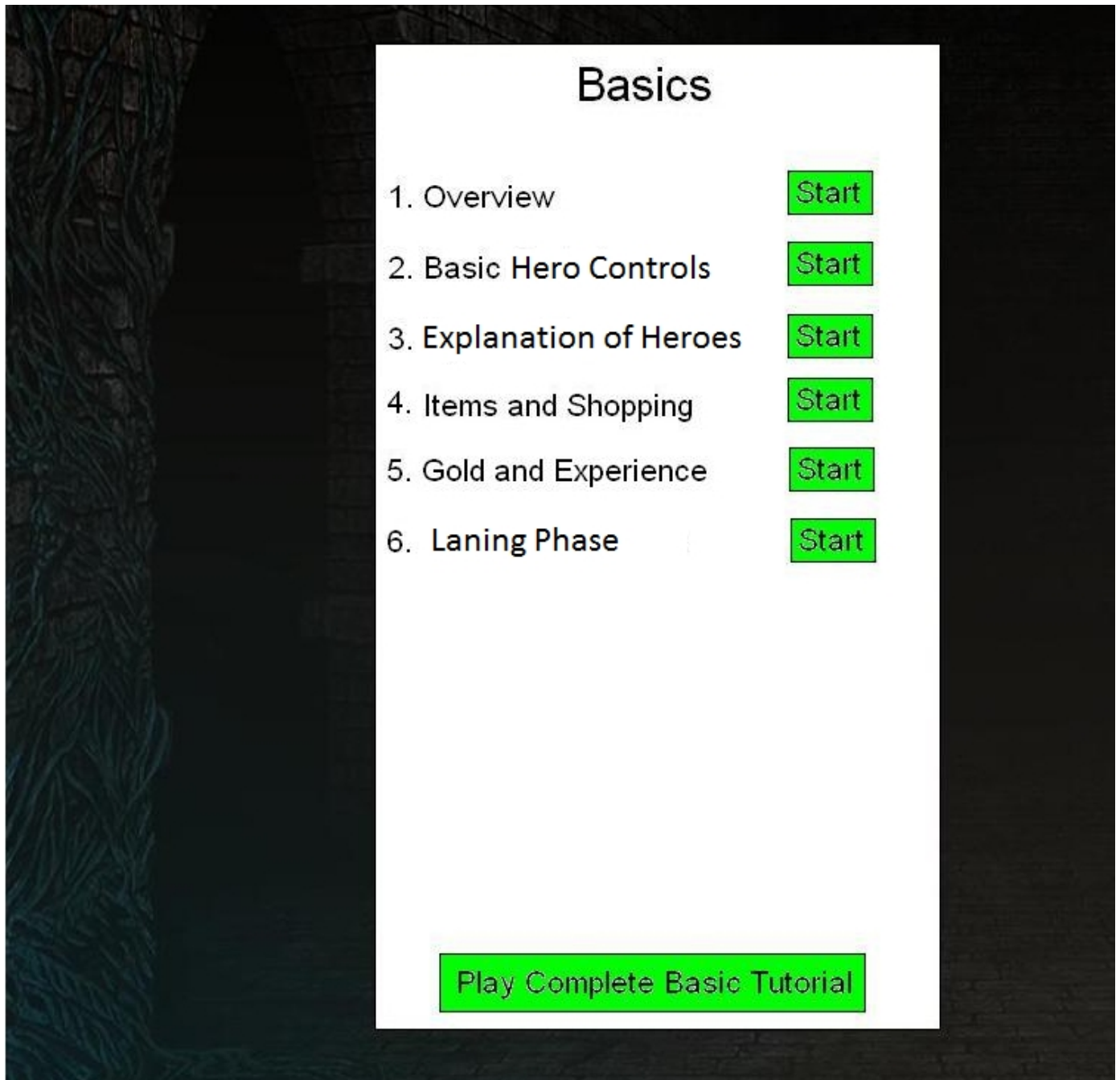
Interfaces

1. In addition to a tutorial button on the main game interface somewhere, players who log into HoN for the first time should be asked if they wish to play the tutorial. This pop up should only be played once – ideally it's an account setting (web-side), but a local variable will do (means they'll get prompted if they reinstall HoN or delete startup.cfg). Upon launching the tutorial, they're met with a screen that allows them to start tutorial, skip to a tutorial segment, or cancel/go back.

   Tutorial assets should not be loaded unil the player starts the actual tutorial. Below is a mock up of what this screen might look like – but I would think our interface designers can come up with something much better (and something that fits with the FE2 theme perhaps):
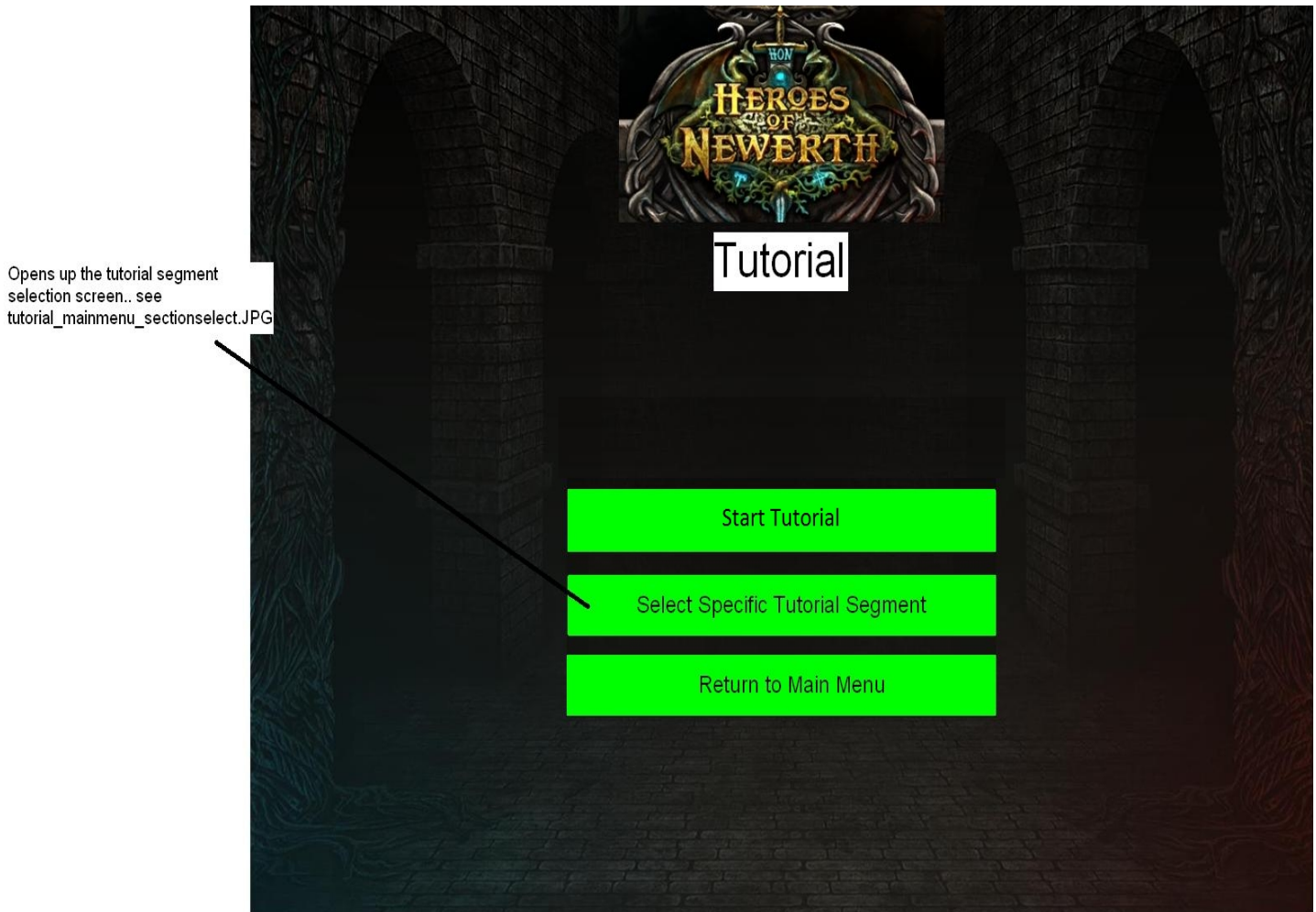
See "1 tutorial_main.jpg" for a full size view

2. Start tutorial simply starts from the beginning, loading the map. Select specific tutorial segment brings up a screen that may look something like:

Basics

1. Overview — Start

2. Basic Hero Controls — Start

3. Explanation of Heroes — Start

4. Items and Shopping — Start

5. Gold and Experience — Start

6. Laning Phase — Start

Play Complete Basic Tutorial

From here, the player can choose to jump to one of the specified sections (by which the tutorial outline is broken up by).

These interfaces are just to get the general idea across – not necessarily the actual details of the interface layout.

Basic Tutorial walk-through

Overview Segment

Notes:

1. This section is dedicated to providing a general overview of HoN, during which the player will not have control of their camera as various aspects of the game are explained.
2. This section will be pretty short, mostly just a voice over explanation while the camera illustrates what the voice over is talking about, with onscreen highlights etc to draw the players' attention to what the voice over is explaining
3. I'd like this to be a pretty scripted portion, showing off some gameplay during the voice over at certain parts (more on this below)
4. If we wish for the voice-over script to be displayed in plain text – potentially during the fly-over portions without camera control, we could simply hide the interface and have the text display in the black area at the bottom of the screen (similar to wc3 single player).

Player experience:

1. The player has just started the tutorial, the map loads, and the following voice over is played while the camera pans over the map, drawing attention to both the Tree of Life and Sacrificial Shrine:

   "In Heroes of Newerth, you play a Hero unit with the ultimate goal of destroying the opposing team's main base structure, the Tree of Life for the Legion or the Sacrificial Shrine for the Hellbourne."

2. The camera then pans over the lanes, showing creeps battling and pressing toward a tower. The following voice over is played:

   "Before you can accomplish this, however, you must first destroy the enemy towers and buildings leading up to their main base structure. To assist you in this goal, creep waves will spawn periodically. Creep waves automatically proceed toward the opposing team's base. The creeps will automatically engage eachother, as well as automatically engaging enemy heroes and structures."

3. This part should smoothly transition from #2, almost no pause, and I'd like to start showing some gameplay footage here. A boring tutorial is an ineffective tutorial, and the right kind of footage can really drive the point home. It should show some generic play – maybe swiftblade spinning on creeps, followed by Malphas being summoned – stuff that makes the player think of powerful heroes (giving them a bit of a taste of what may come), and transition to heroes destroying enemy towers/structures:

   "The most effective way to destroy the enemy base is to first build up the power of your hero. Heroes start at a low level and with no items, but as you play, you will amass experience and gold which is used to level up your hero and purchase powerful items, increasing your strength and allowing you to eventually crush the enemy base."

Basic Hero Control

Notes:

This section is dedicated to going over the basic controls of HoN inlcuding:

- Moving/Attacking
- Leveling up

Player Experience:

1. The player's camera is moved over the hero he will be controlling (pyromancer), just outside the well for legion side. This should have a pretty seamless transition from the end of the last section, playing the voice over:

"Before you can topple mighty demons or bring your enemies to their knees, you must learn the basics"

2. A glowing way point/objective is spawned nearby, and the player is given their first tutorial objective. Below is a picture of how I imagine this screen will look, though I imagine this is one of the areas we may have other ideas for, as there's many ways to handle it. Ignore the color scheme of the image, naturally.

The following text is displayed within the objective window, and read aloud by the voice actor. A "Proceed" button appears under the window that pops up and the game is paused until the player hits proceed

"Right-click on the glowing way point to move your hero to its location."

See image "3 objective.jpg" for a clearer picture

3.   After clicking proceed, a "current objectives" window would appear to the left side, see image below.

4. After the player completes the objective, several hellbourne ranged creeps are spawned just north of the player (out of tower range). They should be scripted to respond to attacks, but not chase/follow or aggro before being attacked. A new objective screen appears, stating:

"Several Hellbourne ranged creeps have been spawned north of you. To attack them, simply right click on them"

The player hits proceed, current objective screen is displayed, telling the player to attack the creeps by right-clicking on them. The player should be scripted to take 0 damage once their health falls below, say, 50%.

5. Upon killing the creeps, the player is awarded enough experience to level up. The following objective is displayed:

"When you killed those creeps, you were awarded gold and experience. Experience is obtained by simply being near enemies when they die, but to earn gold you are required to land the killing blow on an enemy."

Player clicks proceed, new objective text is displayed:

"You earned enough experience to level up. Each time you level up, you are given one point to spend on a spell or ability. Click the spell 'Phoenix Wave' below to learn it."

While this text is being read, animated widgets should appear on the interface to draw attention to the spell area of the interface (speficially, over the button the player is being asked to click on). The other spells should be greyed out from selection at this time.

6. The player clicks proceed, and a new objective is given with the text:

"Now that you've learned Phoenix Wave, lets use it on some enemies. Some more Hellbourne ranged creeps have been spawned near you. Phoenix Wave is a magical spell that burns enemies in a line. Left-Click on Phoenix Wave, then click in the middle of the enemy creeps to use the spell."

Player hits proceed, a glowing way point (maybe a different color from the movement ones – red?) appears with several low-health attack-immune creeps around it. The current objective is updated to use the spell on the creeps.

Ideally, we can use a custom error message here when the player tries to attack the creeps, saying something like "You must use Phoenix wave on these creeps"

Explanation of Heroes

Notes:

This section is simply a brief explanation of the concept of heroes and their types (agi, int, str)

Player Experience:

1. The hero selection screen is shown, and as the words "agility" "intelligence" and "strength" are said in the next voice over script, a box highlights the agility/int/str heroes.

"All heroes have a primary attribute. There are Agility heroes,"

One second pause

"Intelligence heroes,"

One second pause

"And Strength heroes"

2. Hero selection screen removed, and more gameplay footage shown. When discussing agility heroes, show some magebane or arachna fighting creeps/attacking quickly. When discussing intelligence, switch to glacius or witch slayer showing off their spells. When discussing strength, could show some footage of Panda doing a flurry or using his ult.

"Agility governs your attack speed and armor. Agility heroes generally focus on dealing damage and direct combat."

"Intelligence governs your mana pool and mana regeneration rate. Intelligence heroes generally focus on casting spells and activated abilities."

"Strength governs your health and health regeneration rate. Strength heroes are generally tougher and focus on close range melee combat."

3. The screen goes back to the player's base, pans to the shop, and highlights the shop structure (either making the model flash via effects or drawing a box around it) when the words "customize your hero with items" are played.

"When a Hero gets items that boost their primary attribute, their attack damage also increases. All heroes benefit from all three attributes. It's important to remember that you can customize your hero with items, and that the play style of various heroes can differ drastically, even if they both have the same primary attribute."

4. The player is given a way point and an objective to return to the well of life (via way point and pop up message). After hitting proceed, current objectives are updated.

"You should now return to your team's Well of Life to heal and learn about purchasing items."

Items and Shopping

Notes:

1. The goal of this section is to, essentially, explain how to make use of the gold you earned. Explains several topics, including:
   - What type of perks items can give (activated spells, auras +damage/+attributes/+hp/+mp etc).. essentially summarizing why items are good to get
   - Explain Recipes, sub components, etc and how the store is divided
   - Explain secret store/outpost
   - Explain the stash
   - Explain disassembling items

Player Experience:

1. The player has just returned to the well, the following popup (with voice over) is displayed:
   "Notice your health and mana bar are drastically replenishing. You automatically heal a percentage of your health and mana when inside your Well of Life."

2. Player hits proceed, the base shop flashes when the words "left click on the shop" are played
   "You can also purchase many items from the Well. Items can bestow many benefits, from increasing your attack damage, health, and mana to having special activated effects when used. Left click on the shop to bring up the item store"

3. The shop pannel is opened. A highlight box flashes over the shops on the left side when the words "on the left" are played, and a highlight box flashes over the shop icons on the right side when the words "on the right" are played.
   "The shop is divided into two main sections. There are item components on the left"
   ~Two second pause
   "And item recipes on the right"
   Two second pause
   "Almost all item components are used to combine into more powerful items, called "recipes". With the exception of early game consumables (found in the supplies shop), you should almost always browse the recipe shops when deciding what to purchase for your hero. Buying multiple component items isn't very effective unless you ultimately combine them into a recipe."

4. The initiation shop is opened automatically. The Fortified Bracer recipe flashes for a second or so when the words "left click on it" are played, then the recipe panel opens automatically and a box highlighting all the components is displayed when the words "purchase all of the" are played.
   "To purchase a recipe item, you must find it in the shop, left click on it to open the components window, then purchase all of the corresponding components. Many items require a recipe to complete. The recipe should be purchased last, as it won't do anything for you until you have the rest of the components."

5. The shop is reset back to its default view (no panels open), the recommended items shop is highlighted. All items in the shop, except for the fortified bracer and its components, should be greyed out/disabled. The following voice over + pop up is played, current objectives updated:
   "As a player new to HoN, most of your shopping should occur out of your hero's recommended items shop. Open the recommended items shop and purchase a Fortified Bracer."
   The game waits for the player to purchase the item, then plays the following voice over:
   "Good work! Fortified Bracers are a fairly cheap way to obtain strength, which gives you some much needed health early in the game."

6. Shop is reset back to default view, secret store is highlighted when the words "secret shop" are played. Following voice over is played (with popup):
   "There are some items that you cannot purchase from the Well. These items are

located at the fabled Secret Shop. To access the secret shop, you must travel to its
physical location on the map. Items found in the Secret Shop are generally used in
some of the most powerful recipes."

7. Outpost is highlighted when the words "outpost" are played. Following voice over is played (with popup):

"There is also a shop called the Outpost. The Outpost contains a limited number
of component items and can be accessed from out in the field. Like the secret
store, you must travel to the physical location of the outpost to access it. Using the
outpost can often save you from having to run back to base to purchase items."

8. The stash (lower right) is highlighted on the interface when the words "personal stash" are played. The following voice over (with popup) is played:

"You do not have to be in your Well to purchase items. To open the shop when out
in the field, click on your gold total or press the shop hotkey (B by default). Items
purchased when away from the Well will automatically go into your personal
stash. Alternatively, if your inventory is full and you purchase an item that does
not complete a recipe, it will automatically be deposited into your stash."

9. The player hits proceed, and a Lifetube is put into the player's inventory, and a mana tube is put into the stash. All the player's items are locked (can't be moved/sold) except for the mana tube in the stash. The player should be immobilized in the Well. The stash is highlighted when the words "an item has" are played. The following voice over (with popup) is played:

"An item has been placed in your stash. To pick it up, right click on it then left
click in an empty spot in your inventory to place it there. Alternatively, you can
hold down the CONTROL button on your keyboard and right click on it to transfer
it."

10. The manatube should auto-complete with the Lifetube. The completed sustainer should flash on the interface when the word "combined" is played. The following voice over (with pop up) is played:

"Notice that the Lifetube and Manatube automatically combined into a recipe
item. Recipes that do not require you to purchase a final recipe component are
known as auto-completing recipes. You can disassemble auto-completing recipes
by moving them to the stash and left clicking on them."

Earning Gold and Experience

Notes:

1. The goal of this section is to give a brief overview as to the various ways you can earn gold in HoN
- Creep kills
- Neutral kills
- Player kills
- Tower kills

Player Experience:

1. Still in the well, the following voice over is played (with popup):

> *"There are many ways to earn gold in Heroes of Newerth. Gold and Experience are the keys to increasing the overall power of your Hero. The most common way to Gold is to last-hit enemy creeps. You can also earn gold by kiling Neutral creeps, enemy Heroes, and enemy Towers."*

2. The player hits proceed, fog of war is revealed over the neutrals and the camera pans over this area of the map. The following voice over is played (with popup, but the popp should maybe be in the lower right, not covering up the game view):

> *"Neutral creeps are creeps located in the Jungle that are not allied to either the Legion or the Hellbourne. Any player from either team can kill these creeps for gold and experience. If killed, these creeps respawn automatically.*

3. The player hits proceed and the camera is moved to a scripted event (taking place perhaps in the river) of Pyromancer using his ult on an enemy hero. This pyromancer should not be the player's main hero, just a copy. The pyromancer should be an uncontrollable unit that belongs to the player, so they receive the gold popup when the enemy player is killed. The following voice over (with lower-right popup) is played:

> *"Killing enemy Heroes is the best way to earn gold while punishing the enemy team."*

Pause here for a few seconds while the scripted event plays out

> *"When you kill an enemy hero, you not only gain a sizable amount of gold, but they lose the same amount of gold that you gained. Some heroes are designed to be strong later in the game, but start out weak. Having some players on your team hunt these heroes down is a good way to stop them from getting too powerful."*

4. Player hits proceed, and the camera is moved to a scripted event of defiler destroying an enemy tower. The following voice over (with lower-right popup) is played):

> *"Destroying enemy towers is not only necessary to eventually destroy the enemy base, but it gives your team a significant amount of gold. When a tower is destroyed, everyone on the team gets some bonus gold. If a player lands the last hit on a tower, that player is awarded with some bonus gold."*

5. Player hits proceed, and camera returns to their hero. Next phase (laning phase) begins.

Laning

Notes:

This section is intended to give a brief over view of the laning phase, covering topics such as:

- Avoiding damage/staying behind creep wave when necessary
- Avoiding auto-attacking by using hold ground or pacing back and forth, focusing on last hitting
- Harassing enemy heroes & creep aggro
- Pushing the lane, and what happens when you destroy the baracks in that lane

Player Experience:

1. The player is moved to the start of the middle lane. Their inventory should already contain a Fortified Bracer and a Sustainer. They should also be given two mana potions and several Runes of the Blight (say, 9). The player should be set to level 4 with two ranks of Phoenix Wave and two ranks of Dragonfire. The following voicer over (with popup) is played:

> *"The pathways down which creeps move to the opposing base are known as lanes. In the beginning each match, much of your time will be spent in the lanes. Move to the way point to follow your creep wave down the lane to where they will engage the enemy creeps. You'll want to stay near the creep battle as much as possible to be sure that you get experience when enemy creeps are killed."*

2. When the player hits proceed, a creep wave is spawned (creep spawning turned on, though outside towers should be unkillable, but still attackable). The way point is spawned, current objectives updated. Player hits the way point and the following voice over (with popup) is played, with the game paused:

> *"In the laning phase of the game, it's very important to avoid taking unecessary damage. You cannot afford to run back to base every time you need to heal, and items that replenish your health and mana should be used sparingly. Stay behind your creeps and run back towards your tower if the creeps target you. After a brief time, the creeps will disengage you and fight other creeps."*

3. Player hits proceed, and another voice over (with popup) is played. Game is still paused:

> *"As natural as it may seem to want to attack the enemy, it is important to avoid unecessarily pushing the creep wave too far into enemy territory. Doing so may make you vulnerable to the enemy. You can either pace back and forth with move commands, or use Hold Ground (default H) to avoid attacking enemy creeps, except to attempt to land the killing blow to earn gold. Practice now by last hitting 3 enemy creeps."*

Player hits proceed, and Current objectives is updated with a counter of "0 / 3 creeps killed" under the objective. The counter updates with each creep kill. Once 3 creeps are killed, the tutorial continues. The enemy tower should be unkillable (but still attack-able) during this objective to avoid potential breaking of the tutorial.

A "tip" should be displayed in the lower right, with an arrow pointing to the inventory. It should have a type of proceed or X button to close it. It should not have voice over text, but instead have text saying:

> *"If you need to replenish your health, use a Rune of the Blight to consume a tree and restore health over time. If you need to replenish mana, use a mana potion on yourself. Taking damage removes the mana potion's effects."*

4. An enemy hero (dark lady) should be spawned (in the fog) for the player to fight against. The hero should have an iron shield. This hero will have some pretty basic scripting, respawning as heroes respawn and constantly attack-moving toward the enemy base. In essence, this scripted hero should act like a creep (following creep way points perhaps), but respond to player attacks and retreat for a few seconds if it takes

creep damage without having taken player damage in the last few seconds. It should also not attack creep targets unless they are below 20% hp (to avoid it pushing the lane AND to look like its trying to last hit). The hero should be level 2 and use the "taint soul" spell on the player when it acquires the player (in response to attacks). We'll need to fiddle around with this scripting a bit to make it feel somewhat authentic. I think most of the combat scripting can be done via entity files already, just not respawning and way points.

The following voice over (with paused pop-up) is played:
"An enemy Hero has appeared in your lane. In addition to trying to last-hit enemy creeps, you'll want to harass enemy heroes to try to stop them from gaining gold too easily. If you attack the enemy hero with nearby enemy creeps around, those creeps will automatically attempt to attack you. As a ranged hero, you can attack the enemy then run away to avoid the creeps' retaliation. Alternatively, if you use your spells on the enemy hero, creeps will not attack you. Practice harassing the enemy Hero with both attacks and spells, and see if you can kill her."

5. Once the player kills the enemy hero (note: this should just check if the enemy hero dies with the player in a nearby radius), the player is made level 25 (maxed out). All enemy towers and structures in the lane set to have reduced max hit points (we'll need to play with the numbers to find what feels good), and the following voice over (with paused pop-up) is played:
"At the end of the lane are the enemy's baracks. There is a ranged baracks and a melee baracks. Destroying these structures will cause your creeps in the lane to become more powerful. You have been granted maximum level. Push the lane into the enemy base, destroying all towers you come across, and destroy the enemy baracks. Note that the enemy structures in this tutorial are much weaker than they will be in a normal HoN match."

6. Player hit proceed, pushes the lane, and destroys the enemy baracks. The super creeps in the tutorial should have two times normal super creep health and two times normal super creep damage. Once both baracks are destroyed, the following voice over (with paused pop up) is played:
"Good work! The Legion creeps in this lane are now much stronger and are worth less gold to the enemy. Additionally, the towers protecting the Sacrificial Shrine are no longer invulnerable. Kill those towers, then destroy the enemy Sacrificial Shrine to win the game."

7. Player hits proceed, destroys the sacrificial shrine, and the following voice over (with pop up) is played:
"This concludes the Heroes of Newerth tutorial. HoN is a tough game to master with a lot to learn. We highly recommended that you check out the Heroes of Newerth website and forums for additional help and information."