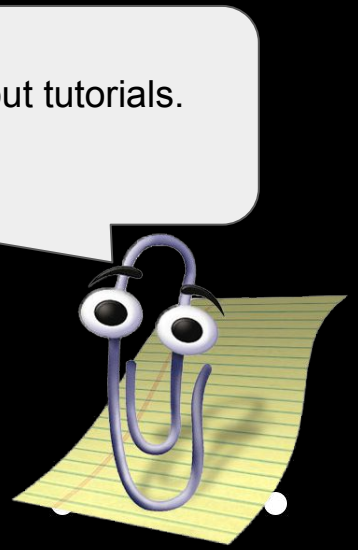
Tutorials

and educa



Tutorials

- Everyone needs to learn the rules
  - Unlike books, movies etc, games have different input methods
  - They do not always translate between games
- No one likes being hand-held

Pay Respects
F
Press F to Pay Respects

Adams's 8 ways to make a bad tutorial

1. Force the player to take the tutorial
2. Make the player read a lot
3. Describe buttons and menu items badly
4. Leave steps out
5. Punish inexperience
6. Patronize/humiliate the player
7. Force the player to complete the tutorial
8. Don't give them a tutorial at all

Ernest Adams: http://www.gamasutra.com/view/feature/134774/the_designers_notebook_eight_.php

Jenelius’s additional way of making a bad tutorial

- Have a tutorial that is completely separate from the rest of the game.

Germany
0:00 1. January 1936
Diplomacy
Production
Technology
Politics
Intelligence
Theatres
Statistics
Land Units
20.0% Bitburg HQ
20.0% Berlin HQ
Naval Units
9 Kriegsmarine
2 II. Unterseebootsf...
1 I. Unterseebootsfl...
5 Baltische Flotte
Air Units
1 I. Fliegerkorps
4 Luftflotte II
3 Luftflotte III
2 Luftflotte IV
1 Luftflotte V
Stalowa Wola (Poland)

PARAGON

KEYBOARD AND MOUSE LAYOUT

MOVEMENT

W	Move Forward
A	Strafe Left
S	Move Backward
D	Strafe Right
Spacebar	Jump
Shift	Travel Mode

COMBAT

LMB	Basic Attack
RMB	Ability 1
Q	Ability 2
E	Ability 3
R	Ability 4 (Ultimate)
Ctrl + Ability Key	Upgrade Ability
Left Ctrl	Cancel Ability

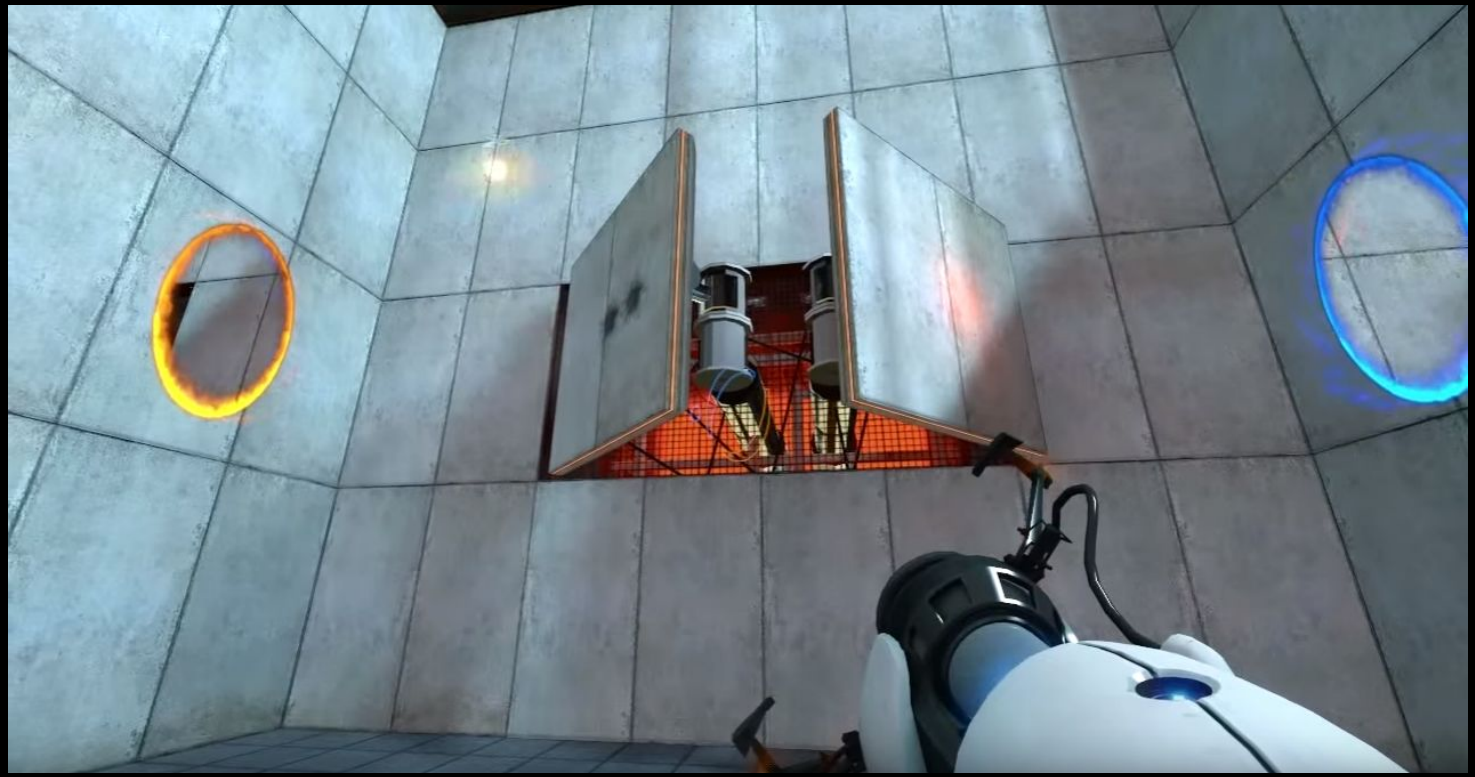
ACTIVE CARDS

1	Card Slot 1
2	Card Slot 2
3	Card Slot 3
4	Card Slot 4

GENERAL

B	Recall
C	Team Comm
G	Card Shop
Tab	Scoreboard
Alt + Z	Taunt
Enter	Team Chat
Tab	Cycle Channel

Personal favorite



05:51:47
05:51:47

Death
- Conjure Death by pressing △.
- Aim with R to shoot a beam!
- Kill those pesky Goblins!
L1

Revisit (reuse) parts of game

LEVEL
DESIGN

In Nintendo games:

- Concept
- Development
- Twist
- Conclusion

Alternative

- Introduce ability 1
  - Let player use it
- Introduce ability 2
  - Let player use it
- Combine 1 + 2
  - Safe environment
  - Under pressure
- Introduce ability 3...

Let the player fail

Let them try.

Let them fail.

Let them learn.

Let them *play*.

Add-on to assignment

Today:

- Consider how the player learns new features today.
- For your new/enhanced level - make it more pedagogical!
- Continue on the assignment.