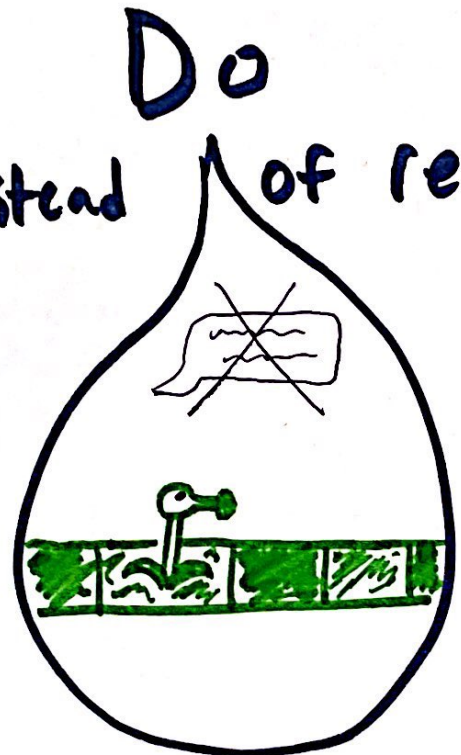


# Onboarding in PLANTS vs. Zombies

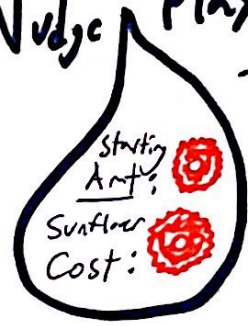
- Disguise tutorials**
- Avoid long, manual-like tutorials
  - Introduce mechanics one by one in a playable way
  - Keep direct instructions to a minimum



**Do**  
instead of read

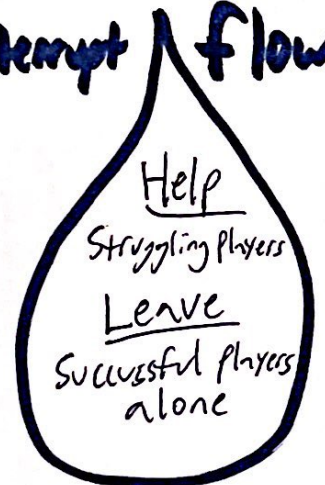


**Nudge Players**



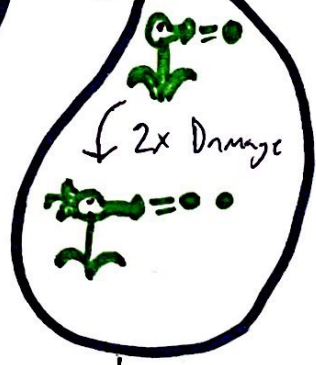
- Assume "Cave man brain"
- Make the initial correct decisions very obvious
- Cost things effectively

**Don't interrupt flow**



- Adaptive feedback helps struggling players
- Good players don't ever need to know about the possibility of help

**Make things intuitive**

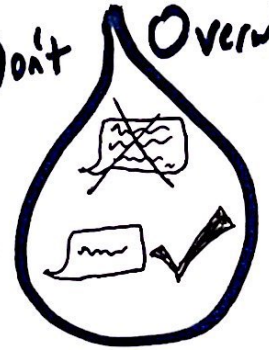


- Per shooters all have 'per' in the name, mushrooms have 'shroom', etc.
- Rely on visual queues to communicate statistics

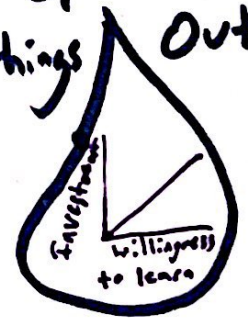
**Don't create noise**



**Don't Overwhelm**



**Space things out**



Rlett Owen