

PLANTS vs. ZOMBIES



Tutorials
are important

1. Blend the tutorial into
the game

* learning is hard but
learning in games is fun
Blending tutorial + games
↓
Tutorial Chameleon

2. Better to have the
player "do" than "read"

let the player experiment
in a safe environment
shovel "tutorial"

3. Spread out the
teaching of
game mechanics

Reveal mechanics
when necessary
Context is important
In game shops
can teach

5. Use Fewer words

8 words on screen
at any given time

"Sophisticated Lave-man"
Break your dialog up into
small bits

4. Just get the player to do it once
can flash symbols or items

6. Use unobtrusive
messaging if possible

Don't break flow

Display message in a passive
manner

7. Use adaptive messaging

watch someone play
your game

Room for exploration

8. Don't create noise

Players should focus on
one thing

Build trust, only
share important info

9. Use visuals to teach

Make game intuitive

10. Leverage what people
already know

