




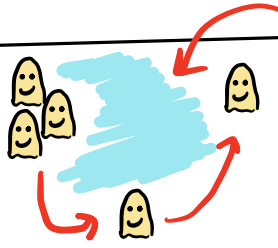
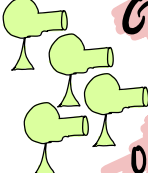

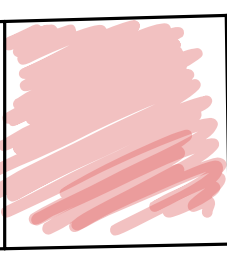



# Onboarding in Plants vs. Zombies

 <p><b>Tutorial Importance</b></p>	 <p>Tutorial should be blended INTO the game</p>	<p>-no indication where tutorial ends vs. game begins</p> 		<p>Tip 1</p>
---	---	--	---	--------------


<p><b>DO!</b> <b>DON'T READ</b></p> 	 <p>Through doing, players can learn without knowing </p>	 <p>-keep the learning fun through mini-games!</p>		<p>Tip 2</p>
---	---	---	---	--------------

<p>spread out</p>  <p>Teaching game mechanics</p>		<p>Think about what players need to know</p>	<p>-present relevant information only when you need it</p>	<p>Tip 3</p>
--	--	--	--	--------------


 <p>Get the player to do it once</p>	<p>press button</p> 	<p>→ give tutorial messages</p>		<p>Tip 4</p>
---	---	---------------------------------	---	--------------

 Fewer words >>>

uu uu uu uu  
uu uu uu uu  
uu uu uu uu




uu uu  
uu uu



 Adaptive Messaging

 NO NOISE!



 visuals are the best teaching tools



$f + f = f$