

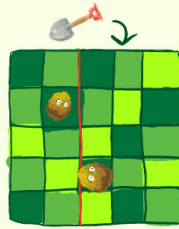
Onboarding in

PLANTS vs ZOMBIES



Blend tutorial into game

Let the player try things in a safe environment



Spread out the teaching of game mechanics



lvl 5



lvl 10



Get the player to do it once

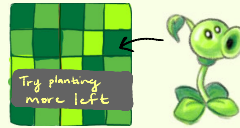
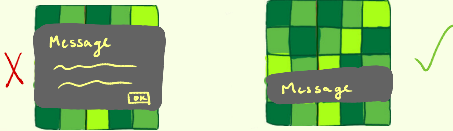
Add tutorial messaging with few words



think caveman



Make the messaging unobtrusive



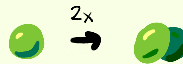
but leave room to explore

Use adaptive messaging

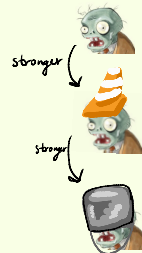
Don't create noise



Use visuals to teach



provide sun



Leverage what people already know