

ONBOARDING in plants vs zombies

Your players really do not want to read a whole wall of text. If they see more than one sentence on their screen, chances are that they aren't going to read it. They'll assume that whatever it is you're trying to tell them can't be that important, so they'll skip, skip, skip until they can start playing the game again. This is a rookie design mistake that should be avoided when making a game.

Blend tutorial into game



start
Guide

with

tutorial

x messages

I'm NOT reading ALL THAT!



Max words 8



get them to do it once

context matters



teach right before 1st use



I can't hold everything!

spread out teaching

leverage

what people know

coffee = ☀
gold = \$\$\$
plants = stationary

use



Visuals

keep



strong

check if struggling, then help

use adaptive messaging

helps with accessibility

