

Onboarding

A map to onboarding!

1. Blend the tutorial into the game



"What tutorial?"

3. Spread out the teaching



2. "Do" > "Read"

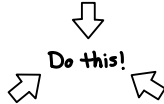


5. Use fewer words



Sophisticated Caveman

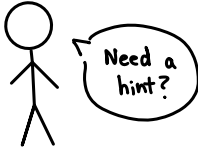
4. Get the player to do it once



6. Use unobtrusive messaging



7. Use adaptive messaging



8. Don't create noise

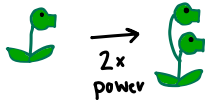
X Cry wolf



Leverage what people already know



9. Use visuals to teach



10.



Idea:



11. Everything can be made better by adding dragons

