



Blend In



tutorial should FEEL like gameplay

Do > Read



player learn by action

Pacing



Teach 1 mechanic at a Time

One Click



one guided action is enough to teach mechanic

Familiar Ideas



use things players understand

Smart Hints

only help when needed



Few Words



shorter hints get read

Keep Flow



don't interrupt player w/ pop ups

Visual Cues



design should show what something does

NOISE N/D



Remove distractions so player notices key details

Onboarding in Plants vs Zombies