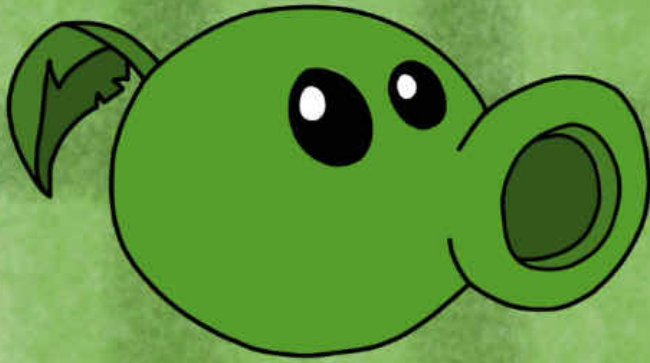




# PLANTS VS. ZOMBIES



## Blend the tutorial into the game

- Don't separate tutorial from gameplay
- Learning = part of playing



## Have players do rather than read

- Players learn through actions, not texts
- Interaction leads to understanding



## Spread out the teaching of game mechanics

- Introduce one new idea at a time
- Avoid overwhelming the players



## Let players do it once

- Teach through a single clear interaction

- Ex. Click -> result
- > remember

## Use unobtrusive + adaptive message

- Don't break the flow
- Avoid pop-ups or interruptions
- Allow players to learn while playing
- Only help when needed
- Beginners: hints
- Skilled players: no hints/ interruption

## Don't create noise

- Remove unnecessary messages
- Keep player attention focus



## Use visuals to teach

- The design should communicate it's desired function:
- Ex: shape, animation, icons, etc.



## Leverage what people know

- Familiar ideas = faster to learn

