

Tutorial Storyboard Description By Hanna Richards, Design Lead

This level will be set up in a specific way, so no procedural map and enemy generation will be necessary.

The italic '#)' represents a single board and all its contents.

All 'page themed text boxes' will appear with a 'page rip/tear' sound and exit with a 'paper crumpling' sound.

This represents blood on the page around this text

If the player ever dies in any room, they will respawn in the beginning of the room they died in. If this was the first time they died, they will be prompted with a message in a small horizontal ripped page themed text box that will read, "Respawn is only available in the tutorial level".

Rooms

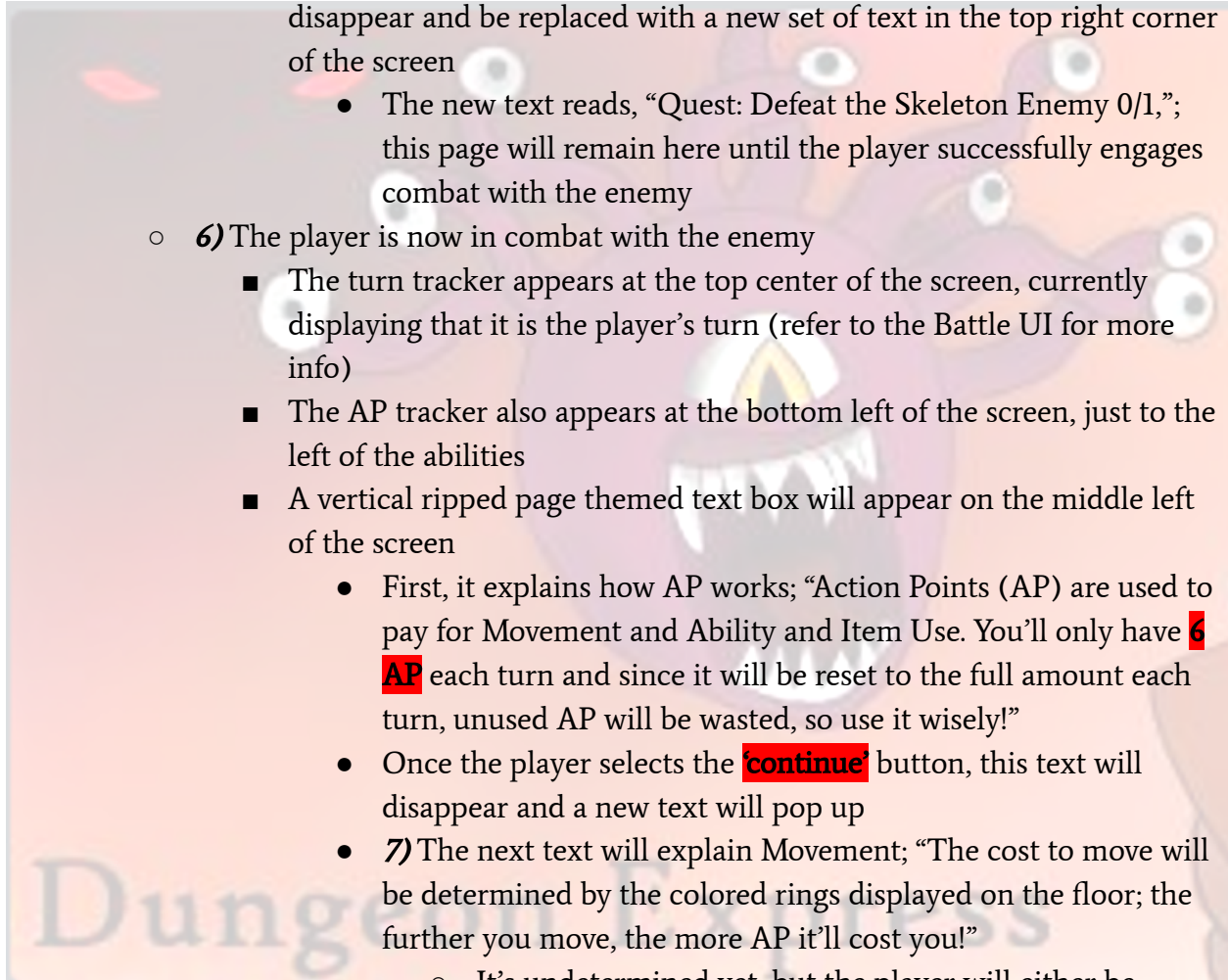
- Spawn Room

- 1) Player is spawned in as the **Fighter Character**; a book/journal style themed welcome text box will appear, taking up most of the screen
 - This box will be slightly transparent, so the player can still see their character and the room
 - The text box will read, "Welcome to Dungeon Xpress! This is the tutorial level that will prepare you for the dungeons you will encounter. Venture this dungeon to learn the basics of combat and looting. Within this level, you are free to test out the various abilities and items"
 - It will have many pictures that represent the various categories, such as combat, looting, abilities, and items
 - There will be a **'continue'** button that the player can interact with, taking them to the next tutorial menu
- 2) A vertical ripped page themed text box located in the top right will appear; this is the next tutorial menu, which will teach them how to walk around and use the camera controls

- When explaining these, use more visual examples than written ones, this way the message is interpreted in the most accessible way (both young and old players are able to comprehend it)
- Once the player correctly uses these actions, this text box will disappear
- **3)** When the player approaches the door, there will be a collision box that triggers a new tutorial menu, disabling the player's movement
 - A vertical ripped page themed text box will appear in the top left of the screen; this menu will visually show the player multiple ways to enter combat; the player's movement is enabled, but they are restricted to the inside of the collision box
 - This prompts the player to enter combat with the test dummy (the test dummy will be flashing/glowing); once they do this, the current menu will disappear and a new menu will appear
 - A horizontal ripped page themed text box will appear in the middle right side of the screen; this menu will visually show the player how to use their abilities and items
 - This prompts the player to use one of their abilities and one of their items
 - First, one of the ability buttons will receive a highlighted outline or a flashing glow effect; once the player uses that ability, the ability will activate and the button will stop glowing
 - Next, one of the item buttons will receive a highlighted outline or a flashing glow effect; once the player uses that item, the item will be used and the button will stop glowing
 - After all this, the menu will disappear
- **4)** The player's movement will be disabled and they will be prompted with a large ripped page themed text box in the middle of the screen
 - This box will be slightly transparent, so the player can still see their character and the room
 - The text box will read "Now that you know the basics to fighting, venture into the dungeon and try to fight some real monsters!"
 - This menu will have a **'continue'** or 'confirm' button; once the player interacts with this, the menu will disappear and their movement will be enabled once again

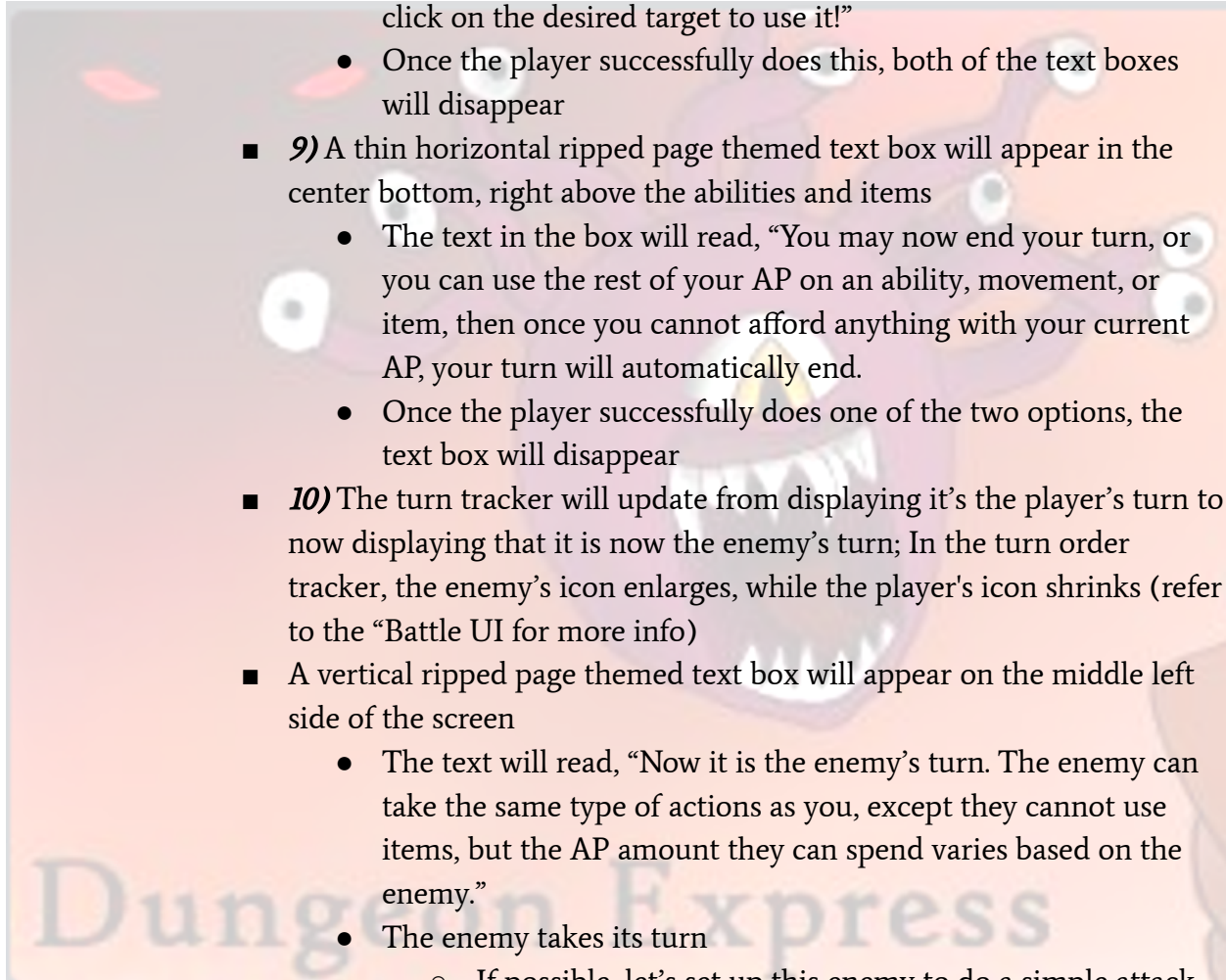
- **Garden Room**

- 5) The player enters this room and collides with a collision box, disabling their movement
 - The camera automatically pans over to the only enemy in this room
 - A vertical ripped page text box pops up on the top left of the screen, below the player's health and level bars
 - The text will read, "You've encountered your first enemy! Engage in combat with it and test your new skills!"
 - Once the player selects the **'continue'** button, the current text will disappear and be replaced with a new set of text in the top right corner of the screen
 - The new text reads, "Quest: Defeat the Skeleton Enemy 0/1,"; this page will remain here until the player successfully engages combat with the enemy



- 6) The player is now in combat with the enemy
 - The turn tracker appears at the top center of the screen, currently displaying that it is the player's turn (refer to the Battle UI for more info)
 - The AP tracker also appears at the bottom left of the screen, just to the left of the abilities
 - A vertical ripped page themed text box will appear on the middle left of the screen
 - First, it explains how AP works; "Action Points (AP) are used to pay for Movement and Ability and Item Use. You'll only have **6 AP** each turn and since it will be reset to the full amount each turn, unused AP will be wasted, so use it wisely!"
 - Once the player selects the **'continue'** button, this text will disappear and a new text will pop up
 - 7) The next text will explain Movement; "The cost to move will be determined by the colored rings displayed on the floor; the further you move, the more AP it'll cost you!"
 - It's undetermined yet, but the player will either be prompted to try and use AP to move, or they will simply be shown how it would work by some ghostly figure, like many tutorials do. If the player is prompted to do the action, the text will disappear after they have successfully moved using AP. If the player is just being shown, they can choose to continue by selecting the **'continue'** button, having the text box disappear

- **8)** Two thin horizontal ripped page themed text boxes, set side by side with a small gap in between, will appear in the middle bottom of the screen, right above the abilities and items
 - The text in the left box above the abilities will read, “Hover over an ability or item with your mouse to learn more about it, including what it does and how much AP it costs to use.”
 - The text in the right box above the items will read, “Left click on an ability or item to confirm that you want to use it, then right click on the desired target to use it!”
 - Once the player successfully does this, both of the text boxes will disappear
- **9)** A thin horizontal ripped page themed text box will appear in the center bottom, right above the abilities and items
 - The text in the box will read, “You may now end your turn, or you can use the rest of your AP on an ability, movement, or item, then once you cannot afford anything with your current AP, your turn will automatically end.
 - Once the player successfully does one of the two options, the text box will disappear
- **10)** The turn tracker will update from displaying it’s the player’s turn to now displaying that it is now the enemy’s turn; In the turn order tracker, the enemy’s icon enlarges, while the player’s icon shrinks (refer to the “Battle UI for more info)
- A vertical ripped page themed text box will appear on the middle left side of the screen
 - The text will read, “Now it is the enemy’s turn. The enemy can take the same type of actions as you, except they cannot use items, but the AP amount they can spend varies based on the enemy.”
 - The enemy takes its turn
 - If possible, let’s set up this enemy to do a simple attack that does less than 25% of damage to the player; The player takes health damage, causing the health UI meter to decrease
 - The enemy uses the rest of their AP to move and defend
 - The enemy’s turn ends
- **11)** The turn tracker will update from displaying it’s the enemy’s turn to now displaying that it is now the player’s turn; In the turn order



tracker, the player's icon enlarges, while the enemy's icon shrinks (refer to the "Battle UI for more info)

- A horizontal ripped page themed text box located slightly above the items
 - The text will say, "The enemy is weak; use a poison brew to finish them off!"
 - The poison brew is highlighted in the UI, glowing and flashing, prompting the player to use it.
 - Once the player successfully uses the poison, the enemy will die and the current text will be replaced with the new text
 - The text will say, "You've successfully defeated your first enemy! Now take your newfound skills and test them on the enemies in the next room!"
 - When the player selects the **continue** button, the text box will disappear and they will be able to move around freely

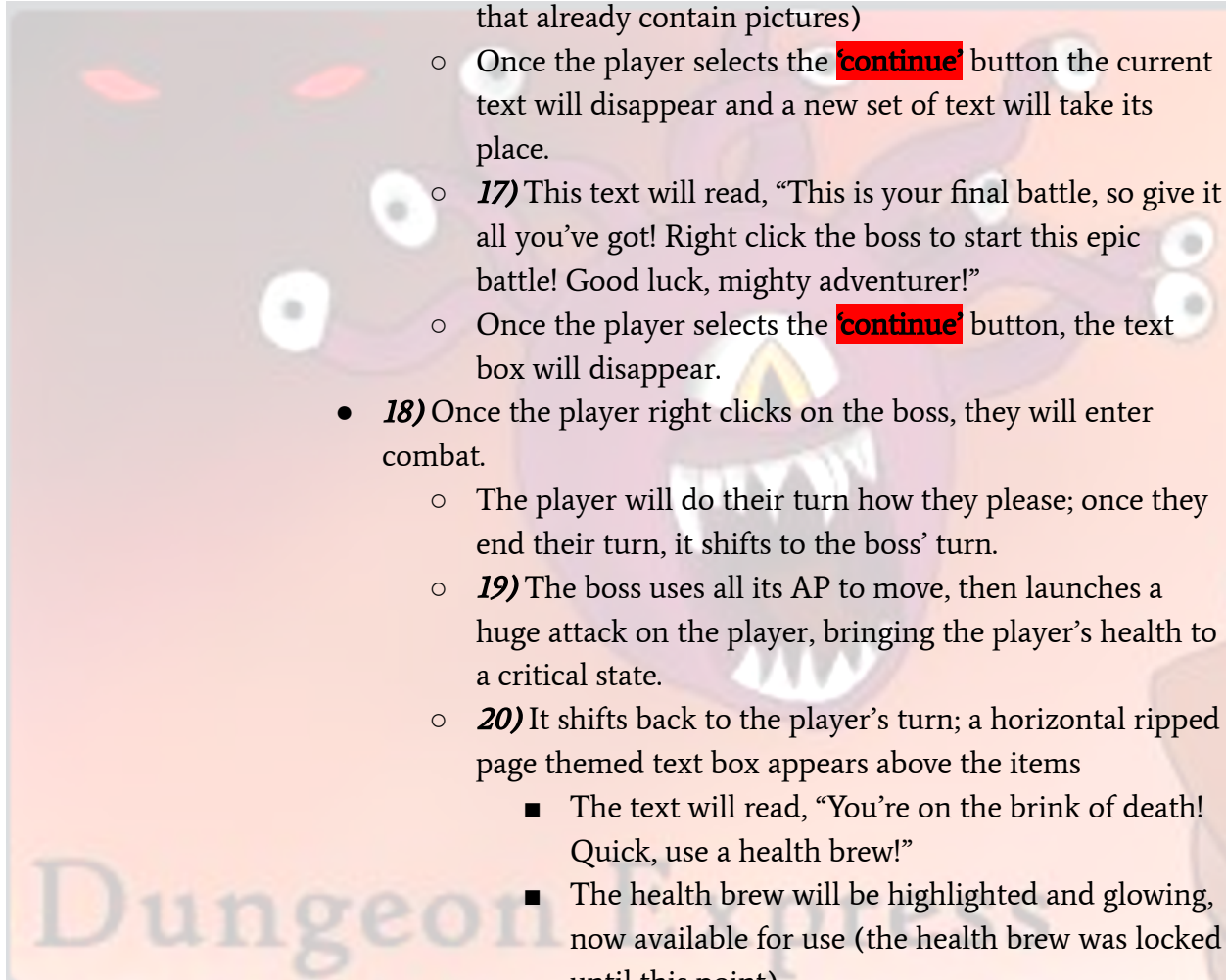
- **Torture Room**

- **12)** The player enters this room, still in full normal control
 - The previous room told the player to fight some enemies on their own, so that's why there is no prompt message when entering this room.
- A thin horizontal ripped page text box pops up on the top left of the screen, below the player's health and level bars
 - The text will read, "Enemies defeated: X/2,"
 - This will update as the player defeats enemies in this room
 - Once completed, this will highlight, the UI will crumble up and disappear (will add sound design in the future)
- The player may not leave this room until they defeat all the enemies within it
- **13)** Once the player defeats all the enemies in this room, they will be prompted with a vertical ripped page themed text box in the middle of the screen; their movement will also be disabled
 - The text will read, "Great job! You're a natural at fighting! But, your biggest test presents itself to you, in the final room..."
 - Once the player selects the **continue** button, the text box will disappear, allowing them to move freely once again

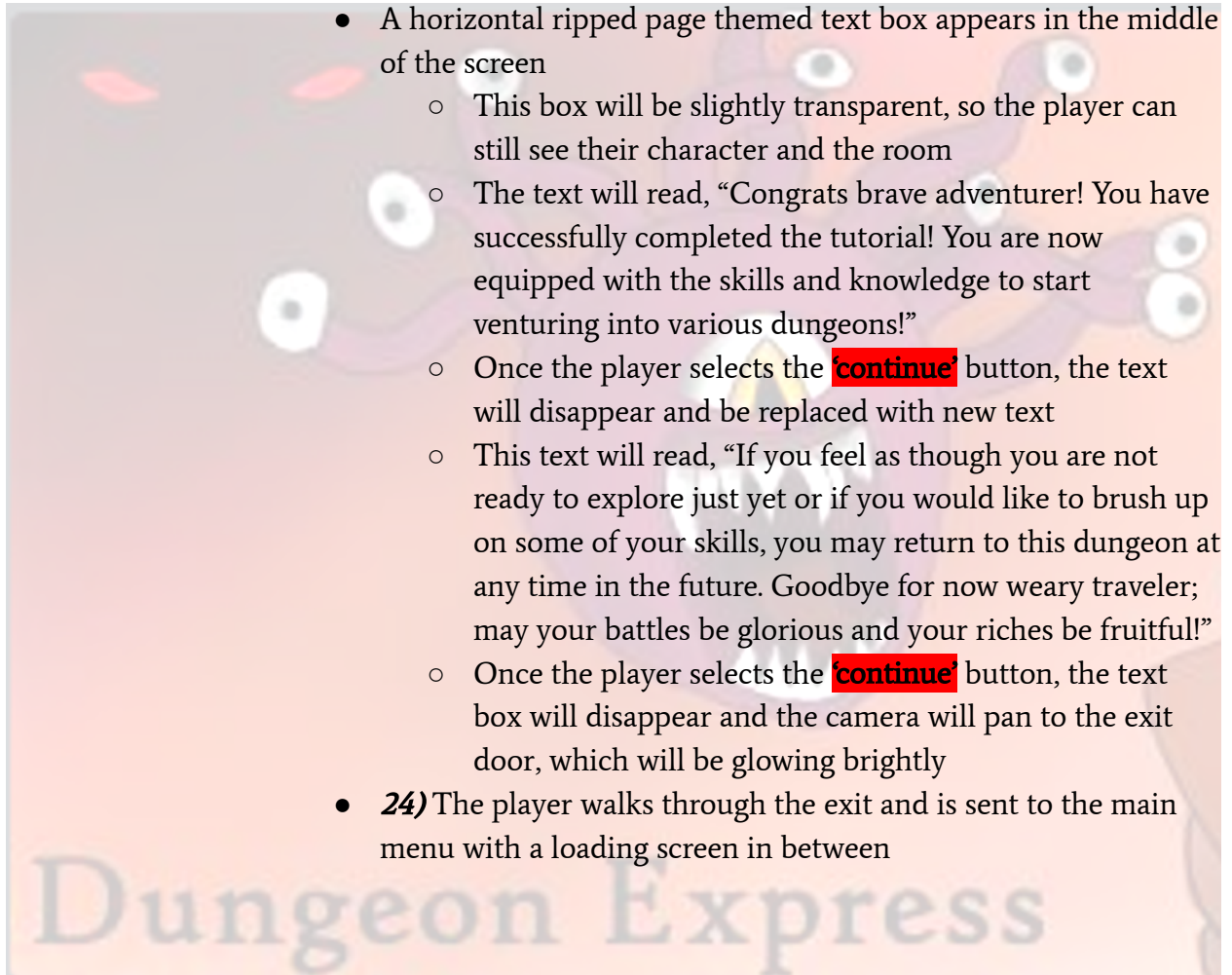
- **Ancestry Room**

- **14)** The player enters this room, still in full normal control
 - They can wander in this room, but once they step on the collision box near the boss enemy, their movement will be disabled.
 - **15)** The camera centers over the player and the boss enemy

- **16)** A horizontal ripped page themed text box appears in the middle of the screen
 - The text will read, “You’ve encountered your first boss! These enemies appear at the end of each dungeon and they are super strong, with many having unique tricks up their sleeves, so be on guard!”
 - This page will also display a outline drawing of the boss; it should be cartoonish (reference the previous boards that already contain pictures)
 - Once the player selects the **‘continue’** button the current text will disappear and a new set of text will take its place.
 - **17)** This text will read, “This is your final battle, so give it all you’ve got! Right click the boss to start this epic battle! Good luck, mighty adventurer!”
 - Once the player selects the **‘continue’** button, the text box will disappear.
- **18)** Once the player right clicks on the boss, they will enter combat.
 - The player will do their turn how they please; once they end their turn, it shifts to the boss’ turn.
 - **19)** The boss uses all its AP to move, then launches a huge attack on the player, bringing the player’s health to a critical state.
 - **20)** It shifts back to the player’s turn; a horizontal ripped page themed text box appears above the items
 - The text will read, “You’re on the brink of death! Quick, use a health brew!”
 - The health brew will be highlighted and glowing, now available for use (the health brew was locked until this point)
 - Once the player uses the health brew, the text will disappear and be replaced with new text and they will successfully heal to full health
 - **21)** The new text will read, “This boss is tough; maybe using a poison brew will weaken it..”



- The player is then prompted to use a poison brew on the boss, by it glowing and being highlighted
- **22)** This brings the boss' health down to 25%; the player may use any attack to now kill the boss
- **23)** The boss has been defeated; the player's movement has been disabled



- A horizontal ripped page themed text box appears in the middle of the screen
 - This box will be slightly transparent, so the player can still see their character and the room
 - The text will read, "Congrats brave adventurer! You have successfully completed the tutorial! You are now equipped with the skills and knowledge to start venturing into various dungeons!"
 - Once the player selects the **'continue'** button, the text will disappear and be replaced with new text
 - This text will read, "If you feel as though you are not ready to explore just yet or if you would like to brush up on some of your skills, you may return to this dungeon at any time in the future. Goodbye for now weary traveler; may your battles be glorious and your riches be fruitful!"
 - Once the player selects the **'continue'** button, the text box will disappear and the camera will pan to the exit door, which will be glowing brightly
- **24)** The player walks through the exit and is sent to the main menu with a loading screen in between