Tutorial Level

Objective

Introduce players to the core mechanics of "Dinos TD" in a step-by-step fashion while engaging them in basic gameplay.

Tutorial Flow

Phase 1: Introduction

1. **Narrative Setup**:
   ○ A simple narrative introduces the player to the dino-filled battlefield, emphasizing their role as the strategist who guides dinosaurs to protect their domain from encroaching bug threats.
2. **Highlighted Mechanics**:
   ○ Placing paths and biomes.
   ○ Basic resource management (currency and tiles).
   ○ Upgrading and placing dinosaurs.
   ○ Movement of dinosaurs.

Phase 1: Introduction

Narrative Setup

- **Story Context**:
  ○ Players are introduced to the dino-filled battlefield with a simple narrative: as a strategists, their role is to defend the domain from invading bug swarms by guiding dinosaurs and optimizing their defensive strategy.
  ○ **Dialogue Prompt**:
    ■ "The bug swarms are advancing! Command your dinosaurs and defend the battlefield!"
    ■ "Use paths and terrain wisely to turn the tide in your favor!"

Tutorial Steps

1. Placing Paths and Biomes

- **Objective**: Teach players how to create paths for enemies and use terrain advantages to strengthen dinosaurs.
- **Instructions**:

- ○ "Design the enemy's path using path tiles to direct them to defensible positions."
- ○ "Place biome tiles (like forests and hills) near the path to provide buffs to your dinosaurs."
- **Task**:
  - ○ Place a few basic path tiles to connect the start and end points.
  - ○ Add a forest biome tile next to the path.

---

2. Basic Resource Management (Currency and Tiles)

- **Objective**: Show players how to manage currency and resource tiles effectively.
- **Instructions**:
  - ○ "After each wave, you'll get to choose from different resource bundles: Path-only, Biome-only, or Mixed."
  - ○ "Use path tiles to redirect enemies and biome tiles to boost your dinosaurs' performance."
- **Task**:
  - ○ Complete the first wave, choose a resource bundle, and use the acquired tiles to expand the path or place new terrain.

---

3. Upgrading and Placing Dinosaurs

- **Objective**: Introduce how to deploy and upgrade dinosaurs.
- **Instructions**:
  - ○ "Drag and drop dinosaurs from the bottom panel to the battlefield. Place them in key locations!"
  - ○ "Click on a dinosaur to upgrade it, increasing its stats and abilities."
- **Task**:
  - ○ Place a dinosaur near the path and adjacent to a terrain tile.
  - ○ Upgrade the dinosaur to enhance its performance.

---

4. Movement of Dinosaurs

- **Objective**: Introduce the dinosaur movement mechanic to add strategic depth.
- **Instructions**:
  - ○ "Dinosaurs are not just stationary towers! Between waves, you can move them to optimize your defense."
  - ○ "Reposition dinosaurs to more advantageous terrain tiles. For example, move them from normal ground to a forest tile for increased damage."
- **Task**:
  - ○ Move a dinosaur to a more effective position, such as a newly placed terrain tile.

- Players have learned:
  - **How to build paths and place terrain tiles**.
  - **How to manage resources and select resource bundles**.
  - **How to deploy, upgrade, and move dinosaurs**.
- **Next Step**: Transition to the **Tower Defense Phase** and face the first wave of enemies.
  - ■

Level Design

- **Biomes**: Start with a Forest and Hill biome to keep mechanics simple.
- **Path**: The player can choose to build a path with biomes to make it easier or choose a path without biomes to make it harder.
- **Waves**:
  - Wave 1: Weak, slow enemies to teach basic attacks.
  - Wave 2: Faster enemies to introduce urgency.
  - Wave 3: Flying enemies to teach the player the water will not change the route of the flying enemies but the mountain will.
  - Wave 4: A mix of fast and tough enemies to encourage upgrades and path adjustments.

Player Rewards?

- Maybe unlock an additional dinosaur type or biome tile for completing the tutorial?
- Maybe Small trophies or bonuses after each wave to encourage progression?