

Immersive Tutorial

DESIGN DOCUMENT

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Concept

The Pitch

My Immersive Tutorial is a 2D platformer with a heavy focus on the tutorial and movement options. As being a 2D platformer, the game is played from a 2D perspective. It is inspired by metroidvanias like Hollow knight and Metroid Dread. It also takes inspiration from other Platformers like Celeste and Mega Man X

USP

The thing that will separate this game to others are;

- **Learning the mechanics immersively**

The game will make sure that the player cannot progress until the player proves that they understand certain mechanics, the level design will teach them all they need to know. Mega Man X did this very well, and I will be taking a lot of pointers from it.

- **Unique Abilities**

This game has a unique ability; the Dimension Shift. This allows Myrtle (the players character) to change which platforms are available in the game. This ability will be used in platforming challenges,

- **Unlocking Abilities as you go**

The game starts you off with a few abilities, however most of them are locked until you reach a certain point. This allows you to understand your abilities before you get full access to your kit.

Deliverables

I will deliver on.

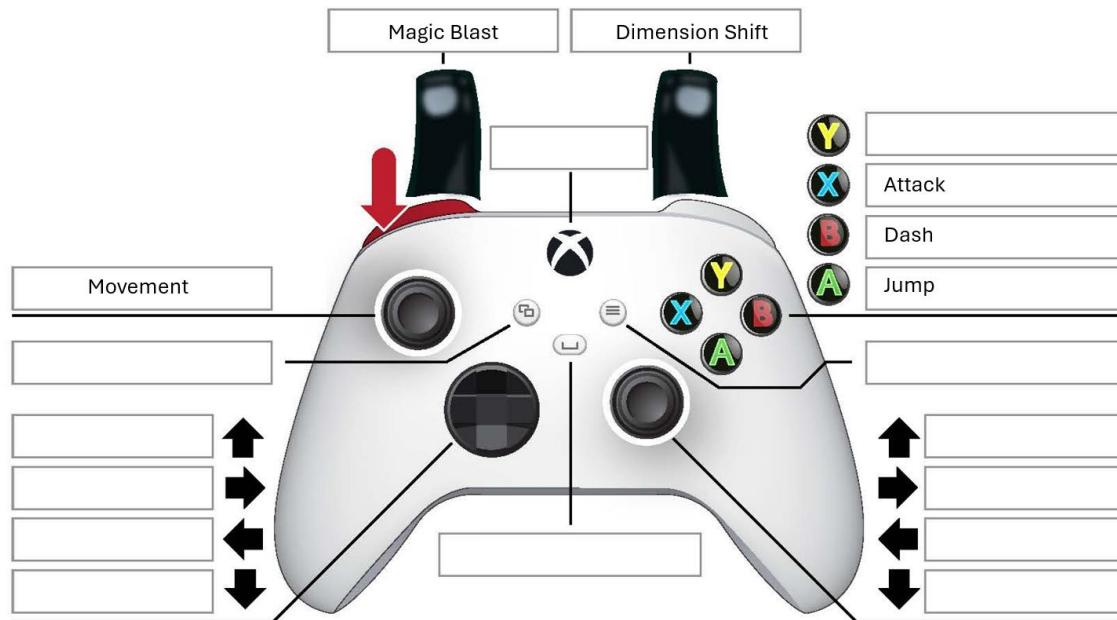
- Making an intro section for a game, that will teach the player all the main mechanics
- Making a 2D platformer in the style of Mega Man X or Hollow Knight

In turn, I will learn.

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- How to creatively guide the player to learn the mechanics and features of the game.
- Learning how to create an interesting and unique 2D platforming level.
- Reinforcing the information I have learnt about Unreal Blueprinting
- Improving Knowledge of interfaces and event Dispatchers
- How to iterate based on feedback and how to collect said feedback effectively

Control Scheme



Abilities

Ability Rundown

ABILITY	USE	CONTROL	SPEED FACTOR	UNLOCKABLE
WALK	Base Horizontal Movement Option	LEFT STICK	1	NO
JUMP	Base Vertical Movement Option	A	1	NO
DASH	Faster Horizontal Movement	B	2	YES
ATTACK	Fighting Enemies	X	0.2	NO
DOUBLE JUMP	Higher Vertical Movement	A > A	1	NO
SHIFT	Change Platforms/Dimension	LB	1	YES

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**MAGIC
BLAST**

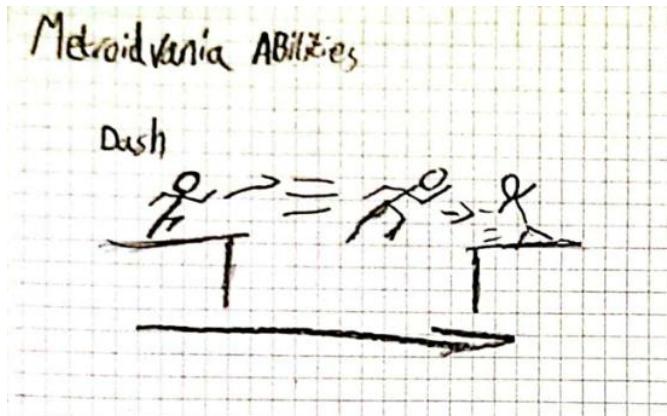
Ranged attack for
fighting

RB

0.1

YES

Dash



The Dash is going to be one of the core movement options in the game. It will either be unlocked very early or at the start of the game. Dash is activated by pressing the B button

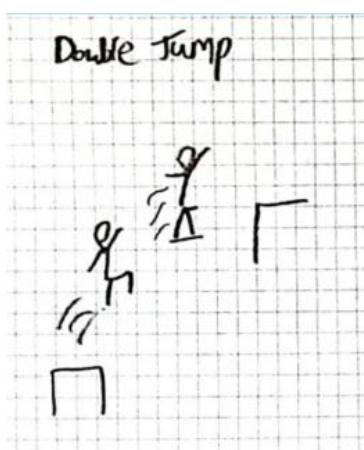
The dash can be used on the ground or in the air. It has a slight cooldown when used on the ground; around a second. This is to stop the player only

dashing everywhere. The player moves faster during their dash.

The more important feature is the aerial version, when you jump, you gain a dash charge. These can be used at any time. Double jumping, which you unlock later, gives you another charge. The dash cancels all vertical momentum allowing you to dash horizontally to cover more ground. Once again this also makes you move quicker during the dash.

The ability is mostly going to make the platforming more interesting, as well as using it to block off certain areas. It should also be stated that the player CANNOT change their direction when dashing.

Double Jump



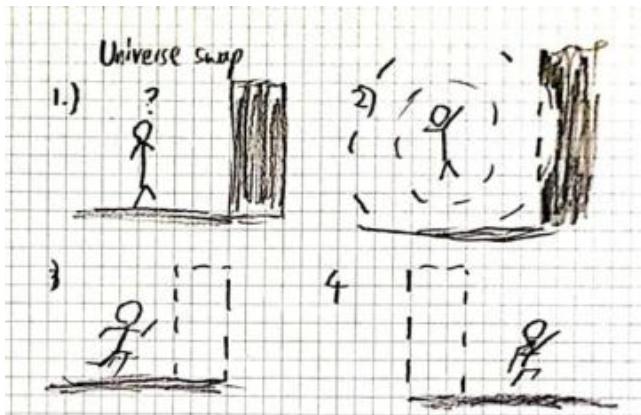
This is a very basic double jump that will be unlocked later on in the level. It is another one of the core movement mechanics and will be used for platforming. Double jumping is done by pressing the A button twice.

The double jump can only be used in the air and after you have already jumped. It comes out straight away and you regain full control during the jump.

When you double jump you also receive an extra dash, which allows for cool combinations of your abilities.

This is also going to be used for platforming, and for exploring.

Dimension Shift



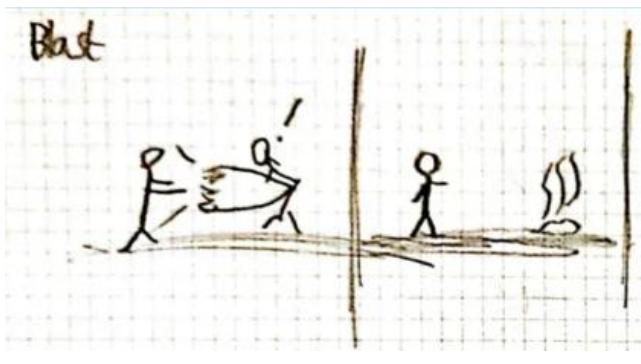
Dimension Shift is the most unique ability of the 4. This is also unlocked during the level. It is activated by pressing the Right Bumper, there is no animation, but an effect does play when it happens. It can be used in the air and on the ground.

Shift affects certain environmental pieces and platforms, making them

disappear and re-appear depending on which “dimension” you are in.

When a platform disappears, it is replaced with a dotted line, showing the player that something is there in the other world.

Magic Blast



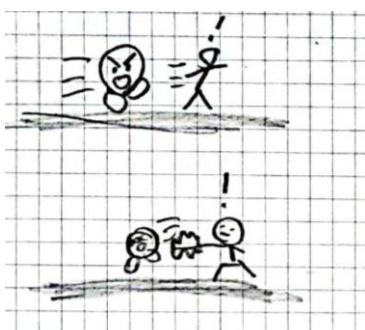
Magic blast is an offensive technique that can be used to blast away enemies. The ability is unlocked at some point in the level. It can only be used on the ground.

The ability shoots a fast projectile that can kill enemies and destroy objects.

Magic blast will consume mana from the player, meaning they can't use this ability too much or they will not be able to use it until they restore it.

Other Mechanics

Enemy Features



There are two types of enemies in the game. The first enemy damages you by running into you. The player can also use their attack to damage the enemy, melee or ranged attacks work.

The enemy moves a little bit faster than the player and can track them.

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The second enemy is used to teach the player about their ranged attack, as the enemy becomes invincible when you are near them. The enemy does not attack, it is simply a blockade that must be killed via a ranged attack.

Ability Unlock

Ability unlocks can be found throughout the level, walking into them will give the player a new specified ability. Upon touching the unlock pickup it will disappear.

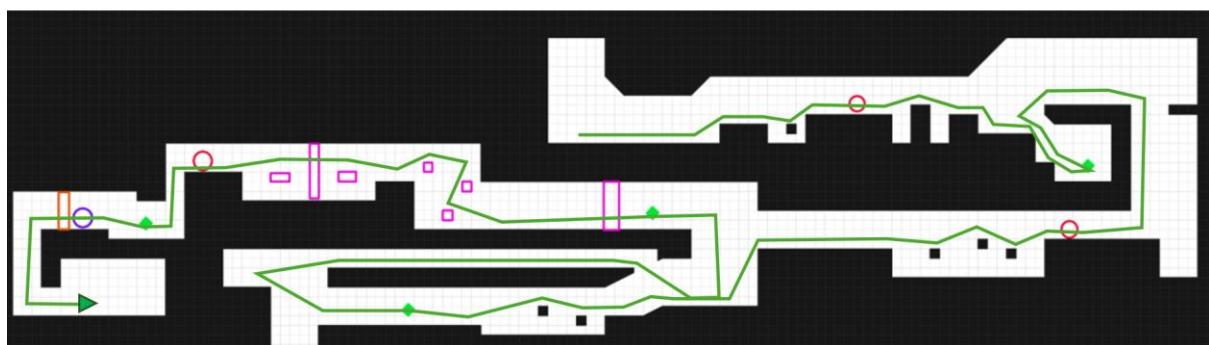
Collapsing Platform

Level

Level Goals

LEVEL GOALS	HOW I WILL ACHIEVE IT
CREATE A LEVEL THAT TEACHES THE PLAYERS THE MECHANICS OF THE GAME	Using player guiding and subtle tells that allows the player to understand the limits of their abilities and how they work.
TEACH THE PLAYER USING MINIMAL TUTORIALISATION	The level will not feature big blocks of text, or other interruptions, the amount of tutorialization needed will be found through testing
OFFER A FUN LEVEL FOR THE PLAYER	Include enemies and interesting platforming challenges
USE THE ABILITIES OF THE GAME IN TADEM	Use multiple abilities to create a unique platforming challenge.

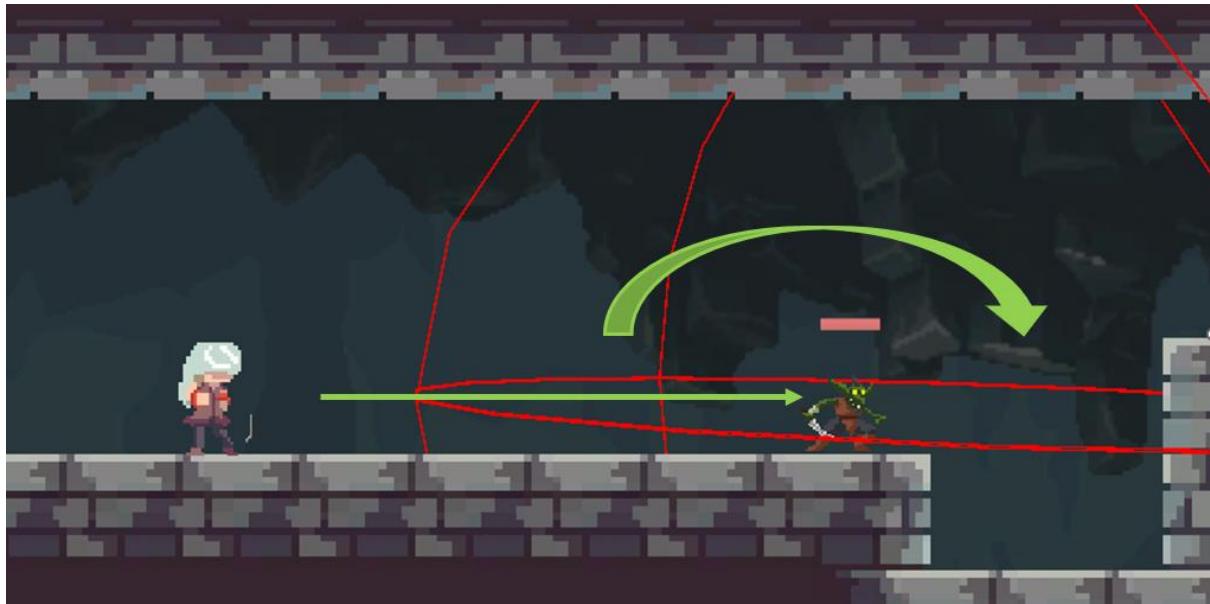
Player Paths



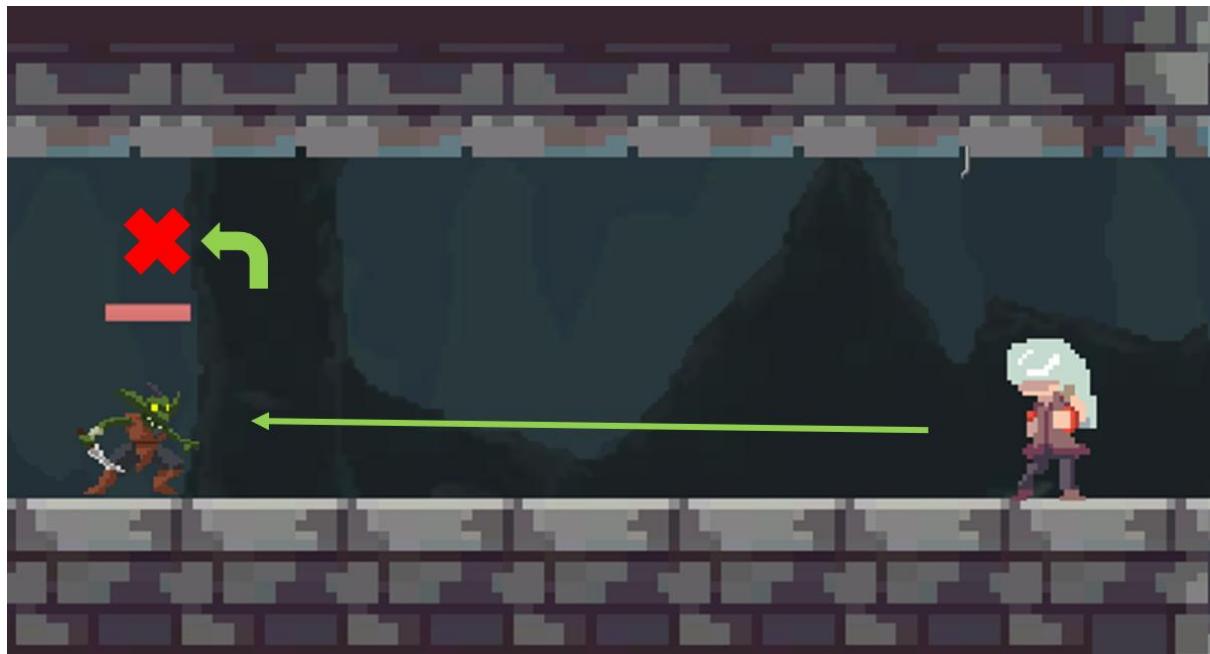
This is the main route, where the player can find all the abilities

As you can see, the player often finds themselves stuck. Until they find a new ability which allows them to escape

Challenge Placements / Rewards Placements



This is the first enemy encounter in the game, it forces the player to either learn to fight, or they can also avoid the enemy by jumping over it.



This enemy cannot be jumped over, meaning the player must fight. But they are already familiar with the enemy because of the first encounter

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This enemy is invulnerable to melee attack and does not move. The player must use their new ability to kill the enemy.



This falling platform has a health pack on it, this teaches the player about these platforms and rewards them for it.

Testing

Testing Plan

Feedback will be collected by a group of play testers, who will fill out a forum about my game.

Three stages of playtesting will take place, the first of which will feature no tutorialization, I will then build it upon pending the results and feedback from the forum.

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Testing Results

Playtest 1

4. Which one of these would make the game more comprehensive?

5 Responses



The next question asked the player to order 4 different ways of teaching the player their new abilities. The highest rated option was a control scheme in the pause menu, button prompts also seem quite popular. The least popular option was the optional text tutorials.

5. Did you find any bugs?

5 Responses

ID ↑	Name	Responses
1	anonymous	respawn later on in the level didn't work!
2	anonymous	One of the enemies could be jumped over, rather than utilising one of the abilities you pick up in-game.
3	anonymous	N/A
4	anonymous	Can jump over the last enemy
5	anonymous	N/A

The question just asks about if the player found any bugs. Only two bugs seemed to be found, one involving the respawning and the other involving the final enemy, which can apparently be jumped over.

ID ↑	Name	Responses
1	anonymous	I didn't get stuck at all during the playtest!
2	anonymous	N/A
3	anonymous	N/A
4	anonymous	I got stuck on the bit with the white wall, i dont know what i was supposed to do

The only player who got stuck got stuck on the dimension shift part, i obviously need more tutorialization during this part.

1	anonymous	UI to tell the player what abilitys they have unlocked
2	anonymous	Yes, however, a controls tab or some hints would be very helpful.
3	anonymous	More player leading as I didnt know where i was going all the time
4	anonymous	The game was somewhat easy to understand, it would of been better if I actually knew what ability i had unlocked
5	anonymous	No i didn't. I would maybe ad a controls button in the pause menu

Question 3 asks the question, Did you find the game to understand? Most responses mention how they would like so UI or hints as to where to go or how their abilities work. Some also mention a control page in the pause menu. All the suggestion could work, I will keep them in mind when I iterate on my level.

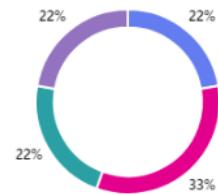
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Testing 2

1. How many familiar are you with platformer games?

[More details](#)

- Unfamiliar: 0-2 Platformers Played 2
- Somewhat Familiar: 3-5 Platformers Played 3
- Familiar: 6-8 Platformers Played 2
- Very Familiar: 9+ 2

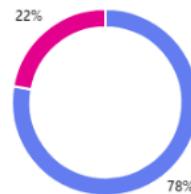


This is a new question for this form, it asks about the players experience with platformers. The majority of players fall within the unfamiliar or somewhat unfamiliar. However there is a pretty even split. The more important issues will probably lie with the unfamiliar.

2. Did you finish the level?

[More details](#)

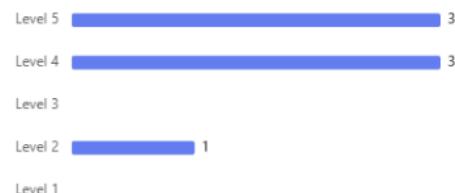
- Yes 7
- No 2



3. How easy was the level to understand. 0 being very difficult. 5 Being very easy

[More details](#)

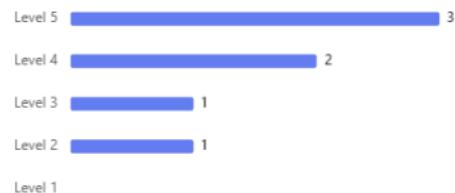
4.14
Average Rating



4. Out of 5 How useful did you find the button prompts?

[More details](#)

4.00
Average Rating



We had 7 people finish the level. 2 didn't. This mean 22.22% of people did not finish the level, this is way too high, but this is a small sample size. Some more work must need to be done done to make sure the level is completable

In terms of how easy it was to understand, we got a 4.14 out of 5, comparing this to 3.5 we got last time, it is a significant improvement. The ability button prompts must of helped the player understand where they need to go. The next question actually directly tells us how useful they were, scoring a 4 out of 5. This is a good score, but hopefully the next question can give us some insight into why some people rated it 2 or 3 out of 5

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5. Did you find the game easy to understand? What would you add to make it easier to new players?

[9 Responses](#)

ID ↑	Name	Responses
1	anonymous	I would add a more controlled area to introduce the falling platform, as I didn't know what it did when I first saw it
2	anonymous	I would add maybe some arrows to help guide players
3	anonymous	The button prompts seem necessary
4	anonymous	It was easy to understand
5	anonymous	I got lost a couple of times, please add some more directions. I also didn't know platforms could disappear until I died.
6	anonymous	I would add how to kill the mushroom lol
7	anonymous	I found it very easy, please maybe add some more challenge
8	anonymous	Yes I did, however I think the falling platforms should be more tutorialized
9	anonymous	There is a pit that kills you, there should be a sign or warning

A lot of good feedback here. I will add some arrows for the players to follow, not too loud or annoying, but maybe a wooden sign or something along those lines to help guide the player. A area introducing the falling platform also seems necessary as some people died to them, without knowing what they were. Falling pits should be highlighted as dangerous, as sometimes it is unclear if there is a secret down there, or if it's just a pit.

Other complaints include difficulty killing the mushroom with the magic blast, and another requesting more challenges in the level.

7. Did you find any bugs?

[9 Responses](#)

ID ↑	Name	Responses
1	anonymous	Health Pickup does not add to my health bar
2	anonymous	No
3	anonymous	One of the platforms disappeared, I don't know if that was supposed to happen.
4	anonymous	No
5	anonymous	No
6	anonymous	No
7	anonymous	The health pickup did not work
8	anonymous	Yes, the mushroom guy kept flashing into a goblin
9	anonymous	The health pack did not heal me, and the attack would always come out very slowly

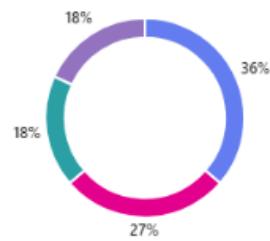
More bugs than last time unfortunately, including the new health pickup which apparently doesn't work. I will definitely fix this before next time. The mushroom enemy also had the goblins hurt sprites, this is a known error and will be fixed soon. And someone thought the disappearing platform was a bug, another reason as to why they need to be introduced properly.

Testing 3 – Final Test

1. How many familiar are you with platformer games?

[More details](#)

- Unfamiliar: 0-2 Platformers Played 4
- Somewhat Familiar: 3-5 Platformers Played 3
- Familiar: 6-8 Platformers Played 2
- Very Familiar: 9+ 2



First question, once again, was how experience each respondents experience with platformers. Most players were unfamiliar or slight familiar with platformers, but we also had some experienced testers as well.

2. How easy was the level to understand. 0 being very difficult. 5 Being very easy

[More details](#)



Next up is how easy it was to understand, last time the level received a 4.14 out of 5. This time we got a 4.36, which is a much better score, its very good that we are improving each time. We still received a 3 which isn't great, but maybe the further question will shed some light on it.

3. Out of 5 How useful did you find the button prompts?

[More details](#)



For button prompts, we received the same score as last time, which is fine as 4 out of 5 is a pretty good score. I also haven't changed much with the button prompts, so it makes sense that the score hasn't changed much.

4. Did you find any bugs?

[10 Responses](#)

ID ↑	Name	Responses
1	anonymous	None
2	anonymous	None
3	anonymous	I got stuck on an arrow sign
4	anonymous	no
5	anonymous	No
6	anonymous	My projectile went through the map
7	anonymous	No
8	anonymous	I got stuck on a sign
9	anonymous	I once got hit and my health didnt go down
10	anonymous	got stuck on arrow

The only bugs found were players often getting stuck on a sign and the players health bar not going down. We also had some projectile and collision issues.

5. How good was the tutorialization for the dash?

[More details](#)

4.27
Average Rating
★ ★ ★ ★ ★



6. How good was the tutorialization for the double jump?

[More details](#)

4.00
Average Rating
★ ★ ★ ★ ★



7. How good was the tutorialization for the dimension shift?

[More details](#)

4.27
Average Rating
★ ★ ★ ★ ★



8. How good was the tutorialization for the magic blast?

[More details](#)

4.18
Average Rating
★ ★ ★ ★ ★



These 4 questions ask how each ability was tutorialized. The lowest of which being the double jump. The highest rated was the dash and dimension shift.

9. Would you add anything to help with the tutorialization?

[10 Responses](#)

ID ↑	Name	Responses
1	anonymous	I dont know exactly what you would add, but maybe make more tutorialization for the double jump.
2	anonymous	I struggle with the changing platform bit
3	anonymous	All you did was put down the button prompts, the rest I had to figure out
4	anonymous	I didn't realise you could jump and dash
5	anonymous	Make the magic blast more impactful
6	anonymous	Maybe add an attack prompt pop up aswell
7	anonymous	No
8	anonymous	I got stuck on the mushroom guy for a bit
9	anonymous	I missed one of the button prompts, so maybe make them stay a tiny bit longer
10	anonymous	Add more double jump sections

I asked the respondents how they would improve the tutorialization for the abilities. Some players would like more tutorialization for the double jump. One player was confused as to why they only got the button prompts and had to figure the rest out, even though that was kind of the whole point. Some players struggle with the jump dash, which is fair, I perhaps need more guidance to show that the jump dash is a possibility.

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10. If this was made into a full game what would you change?

10 Responses

ID ↑	Name	Responses
1	anonymous	Make the enemies more interesting.
2	anonymous	Spread out the power ups more
3	anonymous	Make the emmies more interesting
4	anonymous	Add a boss maybe
5	anonymous	Add better sprites
6	anonymous	Make it longer
7	anonymous	More effects
8	anonymous	More enemies
9	anonymous	Enemies
10	anonymous	More polish

The final question asks what the player would like to add to the game, if it was made into a full experience. Most players wanted better enemies or maybe a boss fight. Other players wanted more polish.