

1. Game opens, Kunara working on gauntlet cinematic plays. Concludes with Kunara completing it!
2. Game begins; Kunara leads Aapo across the bridge to the camp. - Player learns the basic movement mechanics.
3. Through dialogue, Kunara gives Aapo gauntlet. (old model switches out for new)
4. Kunara walks player through tutorial either floating or teleporting to help guide the player. This also establishes relationship between the two
5. Stretch is to have camera follow Kunara (not a camera pan, but have camera target Kunara smoothly)
6. Aapo retrieves the herbs and returns to Kunara.
7. Dialogue:
 - a. Kunara thanks Aapo for retrieving the herbs.
 - b. ~~Gifts him journal~~- This is being changed. Player starts with Journal, but gets diary entries from Kunara after finding them when she disappears
 - c. Kunara explains that the world isn't a very safe place, but the gauntlet can be used for protection.
 - d. By cleaning the corruption, Aapo can restore hostile creatures, as well as gaining more power in his gauntlet.
8. Kunara leads Aapo to training dummy thing.
9. Kunara instructs Aapo on attacking it. Player will get a sense of combat.
10. Kunara instructs Aapo on dodging and locking on.
11. Kunara concludes with explaining how to absorb corruption, MUST absorb that shit!
Demonstrate with crystal.
12. Kunara praises Aapo on his ability. Tells Aapo he may continue to train, but to come to bed soon.
 - We have to fit in a message saying that if Kunara isn't back by 2 days from now, come find her (goal of message is to motivate players to leave/look for Kunara)
13. Aapo goes back to bedrolls at camp. Final cinematic plays.
 - a. Kunara reads bedtime story.
 - b. They finally go to sleep.
 - c. Aapo wakes up; Kunara is missing. Waiting animatic plays, next day comes
 - i. *He waits for Kunara; she never returns.*
 - d. Finds footprints leading away from camp; camera pans to tutorial exit. OR player finds scarf on branch near exit? (Consult Jocelyn)
14. Gameplay resumes; player advances towards tutorial exit.