Tutorial

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The article about Tutorial function, a feature in the earlier development builds that was eventually replaced by the training missions in the final version of the game.

1 Information

Not to be confused with the 'Training Missions' in the final version of the game!

The Tutorial was a deprecated function in the earlier development builds of Urban Assault that had been eventually replaced by the Training Missions in the final version of the game.

2 Overview

Compared to the training missions in the final version of the game, which can be directly accessed from the level select screen as a part of the main campaign world map, the old tutorial function had a separate game menu screen with unique artwork backgrounds, where the player can click on the corresponding image buttons of the Resistance Host Station to begin the respective tutorial missions that are not affected by the campaign.

Notably, the old tutorial sequence also included a completely new and standalone third training mission that is fully distinct from Hyde Park level in the final version of the game, which has been incorporated into an integral part of the main campaign progression as the first starting point. This unique third tutorial level further explored the game mechanics (especially the energy system) with more depths and details than Hyde Park mission in the final version.

3 Functions

Not much is known about the Tutorial function since the feature was scrapped early in the development. The old tutorial screen was accessible via 'OBSOLETE' (originally named 'Tutorial') button next to the Language (now also named 'OBSOLETE' as well, but still remains practically functional) button at the main menu screen.

However, unlike the Language function which is still present and works normally in the game engine, both the Tutorials function itself and the unique third training mission level were completely scrapped in the final version of the game. Although the artwork images for the backgrounds and the host station buttons are still present in the game data.

4 Trivia

Under Construction.

5 Notes

Under Construction.