

Main Character Customization

Let players customize the main character

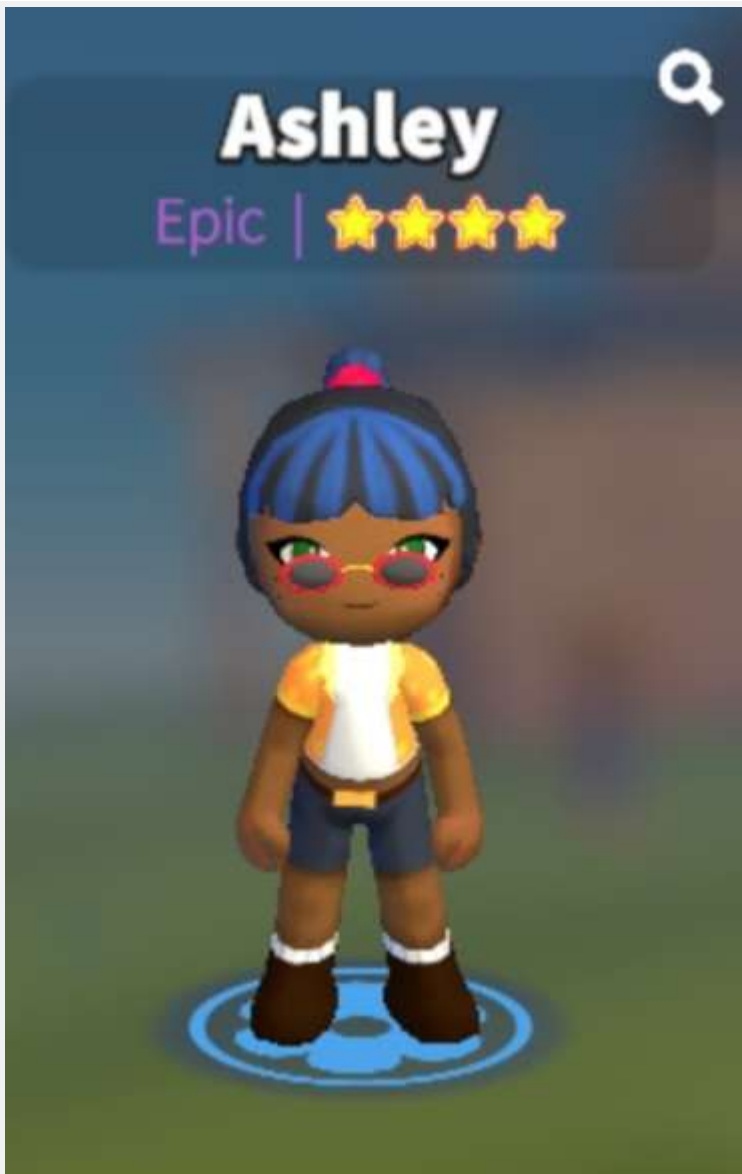
- All customization assets must fit for an androgynous character
- Customization slots:
 - Hair = Change hair model (+ hair color)
 - Face = Change face expression (preset) (+ eyes color)
 - Body = Change outfit (+ skin color)
 - Upper Face accessories = Change Glasses (+ color variants)
 - Lower Face accessories = Change beard and Masks (+ color variants)
 - Headgear = Change Hats and Gear (+ color variants)

*Notes: Hair, both Face accessories and Headgear can be set to None and display nothing
Beards will match hair color variation automatically*

- Main Character has a cloaked skin set until character customization is unlocked (see FTUE):
 - Cloaked body (Body slot)
 - Cloaked head (Headgear slot) □ should hide hair and face

(former link to FTUE document)

- Main Character has Ashley's default skin outfit by default when player is prompted to customize their character for the first time:



Parts suggestions:

- Hair = Ponytail hair (black + blue)
- Face = Big eyes, dots, smile (green eyes)
- Body = Hawaiïan shirt (dark skin)
- Upper face accessory = Round glasses (red)
- Lower face accessory = None
- Headgear = None
- Main character 2D icon for Album and UICrew can be a logo or a generic representation of the main character to avoid mismatch between 3D model and 2D icon
- Character Customization UI can be accessed through the main character card in the album