FTUE 2.0

DO NOT TAKE AS REFERENCE BEFORE CONFIRMATION

Le HUB change *(la map),* il sera plus petit de base *(assez étroit pour contenir le townhall, la stele, le port et la première maison)* et améliorable *(de force)* entre la 01.02 et 01.03 pour contenir la tente, le shop, ect... *(besoin de créer un tutoriel pour agrandir le HUB de force = landmarks UI).*

HUB 1

- Lorsqu'on découvre Billy, il rejoint ton crewparty en tant que guest et possède des skills doublés pour t'aider à construire les buildings *(townhall, port, maison lvl 2...).*
- Les trois buildings *(port, townhall, maison lvl 2)* seront construits entre la 01.01 et 01.02 en mode expédition *(comme les storages).* Ils apparaissent *(en chantier)* lorsque le joueur enlève toutes les tiles.
- Lorsqu'un building est construit *(townhall, port, maison lvl 2),* un plan de caméra zoom dessus.
- La customisation du personnage principal comporte un tutoriel qui amène le joueur à l'UI album, jusqu'à l'UI de customisation. Elle se déclenche uniquement une fois que TOUT a été construit *(+renvoie au port pour quitter l'île).*
- Avant de partir en 01.02, Billy te dit aurevoir et te donne un *(des?)* sifflets pour les islands à venir *(prépare le tuto whistle).*

HUB 2

- Amélioration du townhall + cinématique
- Introduction au landmark en débloquant une parcelle supplémentaire pour le HUB *(contre très peu de golds).*
- Une fois la parcelle débloquée > cinématique/tuto pose shop et tent.

/HUB 3

- *Remplacer tuto placement de maison pour Mark par le nouveau tuto (qui est mieux)*

Timeline for FTUE and cinematics
[Story is still being written, Flow is subject to change]

TO SEE DETAILED TIMELINE (/TIMESTAMPS) OF CHAPTER 1, PLEASE REFERE TO THIS DOCUMENT:

Prologue - *Duration: 3 minutes*
- *Cutscene: cloaked player caught by a storm on Atlantis*
- Player plays through Endgame Preview Segment
- *Cutscene: cloaked player leaves Atlantis on a boat*

01.01 - *Duration: 6 minutes*
- *Cutscene: player is stranded*
- Player clears the first island
- *Cutscene: raft is constructed*
- Player leaves island 01.01 to HUB

HUB (1) - *Duration: 10 minutes*
The HUB is *(at start)* a small isle that can only contain: the Townhall, the stele, a lvl2 house and the harbour. It can be upgraded for the first time after map 01.02 *(landmark tutorial like)*, and after against gold coins. *There is no storage, cooking pot or workshop table on the hub. There is no supplies or objects/decoration that can impair readability.
- *Cutscene: player arrives to chapter 1 HUB*
- *Cutscene:*
    - *Lily explains what is the HUB and that you need to help her clearing it*
        - *Show "To-Do" UI: Help Lily to clean the hub*
- Player begins to clear it: Billy appears on the third tile player clears *(the beginning of the hub level need to be linear = on a bridge). Indicate the first three tiles by a red arrow above it.*
- *Cutscenes:*
    - *Lily introduces you to Billy*
    - *Billy gives you a large amount of: shovels, rocks and wood to clean the hub and construct everything.*
- Billy joins you crewparty **as a guest**. He will help you to clear the HUB: *Billy have upgraded skills.*
        - Red arrow on the tiles when player is near it.

- Player clears the HUB of vegetation with **Billy's help (as a guest)**; the stele can be cleared too *(large vegetation on it)*
  - While clearing the hub, the player can find the **townhall (R0)** and the **lvl2 house** under the tiles *(need to be constructed)*.
  - Once the HUB has been fully cleared, the **townhall (R0)**, the **lvl2 house** and the **harbour** can be build. These buildings need to be constructed like <u>expedition buildings</u> *(like storages)*. Red arrow on the three buildings.
  - For each building constructed, the camera will make a little closeup.
- *Cutscene: player customization (triggers only when all buildings have been constructed)*
- Tutorial: *Where to customize your character (via album, forced navigation)*
- Player customization
- *Cutscene:*
  - *Good job + find Troy and Nate*
  - *Billy say goodbye and gives you a whistle to call him if you need help*
- Player leaves HUB to 01.02

01.02 - *Duration: 15 minutes*
- *Cutscene: player stranded again at 01.02, Lily asks player to save Troy & Nate*
- Player clears island 01.02
- *Cutscene: leaving to HUB (Nate must not mention that the player hasn't visited the hub yet)*
- Player leaves island 01.02 to HUB

HUB (2) - *Duration: 7 minutes*
- *Cutscene: Troy & Nate arrive at the HUB*
- Player upgrades the townhall: obtain shop + tent
- *Cutscene: Townhall is upgraded (R1)+ we need more space for buildings*
- Tutorial: *(landmarks UI) Unlocking a new HUB extension (against very few coins)*
- *Cutscene: good let's build the shop!*
- Tutorial: *building the shop*
- *Cutscene: Nate happy*
- Tutorial: *how the shop works*
- *Cutscene: Troy not happy*
- Tutorial: *building the tent (will serve later)*
- *Cutscene: find Andy & John*

Tutorial: how to use world map + Battle Pass
- Player leaves HUB to 01.03

01.03 - *Duration: 25 minutes (End of first play hour)*
- *Cutscene: we'll arrive soon & finally arrived + save Andy & John*
- Player clears island 01.03
- *Tutorial:* how to change controlled character
- *Cutscene: leaving the island*
- Player leaves island 01.03 to HUB

HUB (3) - *Duration: 10 minutes*
- *Cutscene: Andy & John arrive at the HUB*
- *Cutscene: introduction to visitors & we need more space*
- Player upgrades the townhall (R2)
- *Tutorial:* recruit Mark (greet, affection, gift and recruit)
- *Tutorial:* let's build a house
- *Tutorial:* how to use the album
- *Cutscene: cave is next & introduction to professor and laboratory*
- *Tutorial:* building the laboratory
- *Cutscene: thanks for rebuilding the lab*
- *Tutorial:* how to upgrade stuff
- *Cutscene: everyone is leaving & ready for the next island (cut cutscene, needs to be shorter)*
- Player leaves island HUB to 01.04

01.04 - *Duration: 40 minutes*
- *Cutscene: this island has a bunch of rocks & cave introduction*
- Player clears island 01.04 until cave is found
- *Cutscene: cave found*
- Player enters the cave
- *Cutscene: we need to find a way*
- Player clears the cave until level 5 at least
- *Cutscene: leaving the cave*
- *Cutscene: Marvin is back*

- Player clears island 01.04

01.05 - *Duration: 60 minutes*
- *Cutscene: this island has a bunch of trees*
- Player clears island 01.05