

OD - 2017 Onboarding (Single screens)

Document History

Version	Date	User	Comment
1.0	3/30/17	Jim I.	Doc created
1.1	4/28/17	Jim I.	Updates based on feedback and user testing.
1.2	6/1/17	Jim I.	Splitting document into the two approaches, this is the single screen.

[V1 - Onboarding system](#)

[V1 - Screen Refractors / Updates](#)

Status

- Phase (3/30/17): **Planning**

Ownership

- Design: Jim I. / 
- Technical: 
- Sponsor: TBD

JIRA/Prototypes

- [Epic Link](#)
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Introduction

Problem

- *The current onboarding does not work with an updated gamepad and would cause significant rework if kept.*
- *Currently, onboarding does not scale well for multiple IP's.*
- *The underlying programming is messy and not suitable for updates.*
- *There's a large burden of knowledge for players out of the box.*

Objective

- *Create a simple structure that can be used for teaching concepts beyond driving and battling.*
- *Divide content into driving and battle screens to reduce burden of knowledge.*

Background

- *The current onboarding matches would need massive work to accommodate the gamepad updates and new IP's. This work would be better applied to a system that works long term. As a team we have realized this even in last years efforts to migrate it to the training section of the app.*
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User Stories

MVP

- *As a player, I want to learn by exploring what it means to drive in overdrive.*
- *As a player, I want to experience actual gameplay in overdrive right away without a lot of hand holding.*
- *As a player, I don't want to be burdened with too much knowledge right away.*
- *As player, I want to learn the basics of driving.*
- *As a player, I want to learn the skills needed to battle.*

NON-MVP

- *As a designer, I want to be able to A/B test different onboarding screen sets easily to gather data on what performs best.*

Requirements

V1 New onboarding system

- (UX/Eng) setup prefabs for single screens.
- (UX) Create simple arrow animations for single screens.
- (Eng/UI) Ability to display a locked visual state for weapons and specials.
- (Eng) First onboarding match directly from FTUE is campaign 1 mission 1

V2 Removal / migration of existing onboarding

- (Eng) Remove current "Basics" "Weapons" and "Specials" tied to characters.
- (UI/Eng) Migrate test track (practice) to select mode replacing training.

Dependencies

- (UX/Eng) Remove existing onboarding (screens / V.O.) from training.
 - (UX/Eng) Ability to lock weapons and specials.
 - (Eng) **Unlocking of individual weapon and special bays.**
 - (Eng) **Every vehicle starts with the same weapon and special.**
 - (Eng) **Trucks are restricted (until training overlays can be made for them)**
 - (UX/Eng/UI/Design) New gamepad controls.
 - (Robotics) Pure race (rubber banding).
 - Energy work
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Feature Description

The player will come out of FTUE and be placed directly into the first campaign match where the single screen is placed directly after the countdown (in a very similar fashion to trucks onboarding). Each new game type that is unlocked in the campaign presents the single screen with a learning moment.

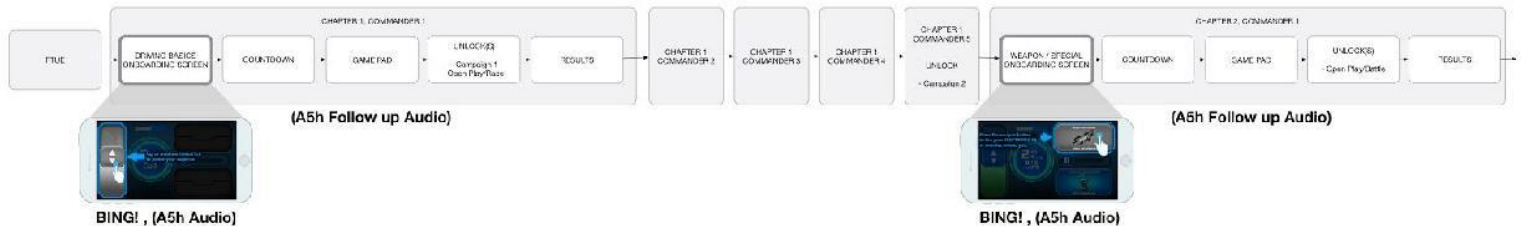
System flow example:

[Detail flow map link](#)

V1 - Onboarding system

Onboarding system details:

How screens are integrated into the campaign-



List of commanders and where the single screens show in campaign-

	Match number	Commander	Foxtrot Commander	Match Type	Match Limit
single screen (THROTTLE / STEERING)	1	Metro	Dom	Pure Race	5
	2	Charge	Hobbs	Pure Race	10
	3	Cam	Letty	Pure Race	15
single screen (WEAPONS)	4	Vice	Tej	Battle	2
	5	Fuzz	Fuzz	Battle	2
	6	Rev	Rev	Battle	5
single screen (SPECIALS)	7	Gearswitch	Gearswitch	Battle Race	2
	8	Sever	Sever	Battle Race	5
	9	Crush	Crush	Battle Race	5

Note - See [CONTENT UNLOCK SPEC](#) for more details.

1 - Single screen driving basics (from FTUE, Campaign 1, Pure Race 1)



- [Audio after screen: "Supercars are powerful. watch your speed to stay on track."](#)

[Audio: "Tap or Hold the Throttle to power your Supercar."](#)

[Audio: "Tilt your device to Change Lanes"](#)

Audio: turn signal sounds

- Text, **TBD** Steering - Tilt your device to change lanes.
- Text, **TBD** Throttle - Tap or hold to power your Supercar.
- Animated visual for displaying throttle behaviour.
- Animated visual for displaying Device tilting behaviour.
- Button, Ready (is **DELAYED** until **all audio finishes** and then takes players into campaign match)

2 - Single screen weapon basics (Campaign 2, Battle 1)



[Audio: "Press the Weapon Button to fire your Weapon"](#)

[Audio: "Energy is your Health - taking damage lowers your Energy"](#)

- Text, **TBD** Weapon - Tap or hold to fire. Text, **TBD** Energy - Lowers when hit, drive to refill.
- Animated visual for displaying weapon behaviour.
- Animated visual for displaying health behaviour.
- Button, Ready (is **DELAYED** until **all audio finishes** and then takes players into campaign match)

- Audio after screen: "When your energy runs out your Supercar becomes disabled."
- Alt "When your energy runs out your Supercars **top light turns red** and it becomes disabled."

3 - Single screen special basics (Campaign 3, Battle Race 1)



Audio: "Press the Special Item Button to activate your Special Item"

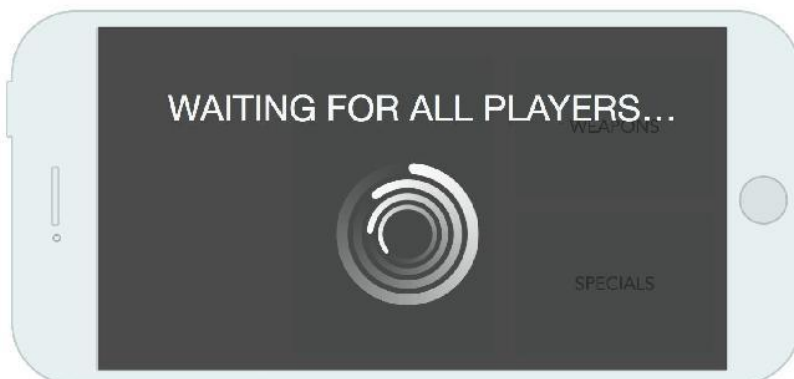
- Text, **TBD** Special - Tap or hold to use.
- Animated visual for displaying special behaviour.
- Button, Ready (is **DELAYED** until
- **all audio finishes** and then takes players into campaign match)

- Audio after screen: ?

MULTIPLAYER READY (ALL Single Screens)

How multiplayer onboarding behaves in the campaign-

MULTIPLAYER FLOW



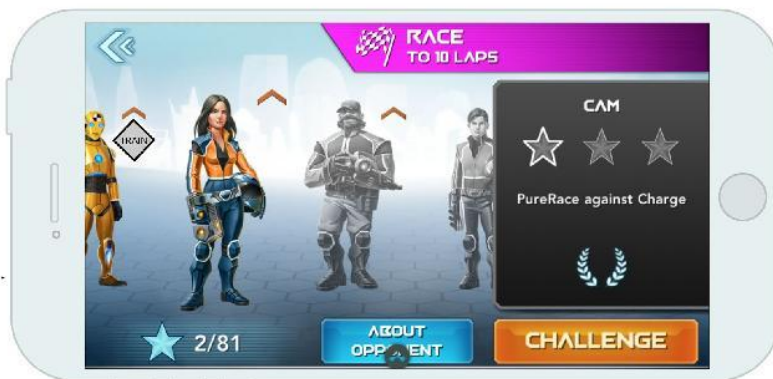
- Text, Waiting for all players.
- Animated spinner.
- Players **WAIT** here until **ALL** players tap the "Ready" button.

V1 - Screen Refractors / Updates

Campaign updates:

Training is embedded within new gametype unlocks in the campaign. These training mission commanders should be called out with a little badge element. A player may replay these training missions and will again be prompted with the associated single screen learning moment.

Updated campaign



- A Training badge is present on commanders in the campaign that contain a training single screen in them.
- These training matches are repayable at any time and display the single screen at the start every time they are played.

Training section replacement:

Training section will now be (temporarily) removed until we can re-implement new training modules that are interesting. The practice track will take the place of the training button in "Select Mode".

Updated select mode screen



- The "training" section is removed.
- The training tile is replaced with a test track tile to take you directly into the practice match.

Surface for more training:

Create an after match surface message that refers to practicing the skills you learn on the “test track”.

New surface screen



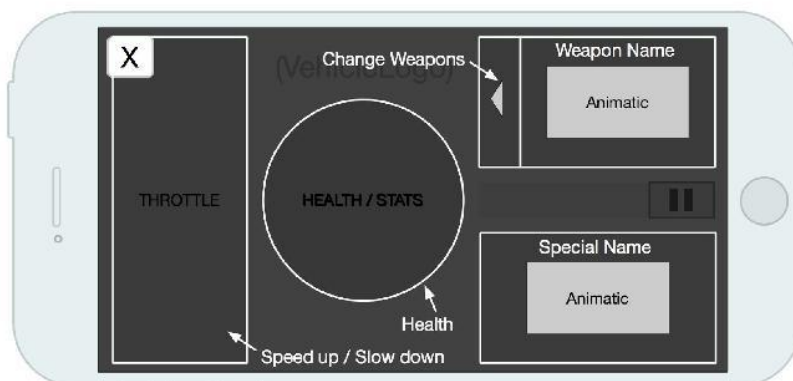
- Text, title “Want More Training”
- Text, copy “ Test your skills anytime on the test track”
- Image of the mode select screen highlighting the test track button.

Pause screen update:

Pause screen gets updated with a new schematic view for training. The player can access this view at any point by pausing the game and tapping on the info / help icon.

Full pause screen spec

Updated pause screen



- The pause screen will now contain a schematic help view of the gamepad accessible at anytime when the player pauses the game (SEE LINKED SPEC)

Onboarding Content (Basics / Combat) (TBD)

The structure for revealing content in game is represented here:

[CONTENT UNLOCK SPEC LINK](#)

[BASICS] (driving onboarding)

Throttle

- Gamepad goal text: "Change Speed"
- [Audio: "Tap or Hold the Throttle to power your Supercar."](#)

Behavior:

The throttle outlines. Players tap or hold their throttle and gain and lose speed.

Goal Completion:

The player taps or holds the throttle reaching "X" speed.

Lane change

- Gamepad goal text: "Change Lanes"
- [Audio: "Tilt your device to Change Lanes"](#)

Behavior:

The edge "turn signals" display and pulse, as soon as the player changes lanes they function normally. The player tilts their gamepad to the left and the right to shift lanes.

Goal Completion:

The player successfully changes lanes "X" times.

[COMBAT] (battle onboarding)

Specials

- Gamepad goal text: "Use your special"
- [Audio: "Press the Special Item Button to activate your Special Item"](#)

Behavior:

The Special button outlines. Players hear the sounds of a special targeting reticle, when a player locks on and fires they successfully tractor beam an enemy.

Goal Completion:

The player uses their special successfully "X" times.

Weapons

- Gamepad goal text: "Fire your weapon"
- [Audio: "Press the Weapon Button to fire your Weapon"](#)
 - "You will hear a tone when your enemy is in targeting range"
 - (After damaging enemy)
 - "Taking damage lowers a supercar's energy"
 - (After disabling enemy)
 - "When their energy runs out a Supercar will become disabled"

questions/needs:

- decide how to teach lane groups (checklist item with chimes when the player changes lanes)
- decide on how to teach weapons BEYOND tapping the button (do we use the other vehicle and sonify targeters)
- decide how to teach health (take the player to 25% and play the klaxon.. this makes sense after the checklist in a "wrap up" section maybe?)
- Energy/health related onboarding stuff need not be interactive.. we just demonstrate 1: low Energy 2: disabled