Renegade X tutorial design document

Document purpose

Tutorial structure

Concepts
- Basic concepts
- Advanced concepts

Tutorial segments
- Segment 1: Movement, shooting, switching view, Q-spotting, using PT, chat, health / armor / ammo pickups
- Segment 2: Buildings, credits, vehicles, items, crates

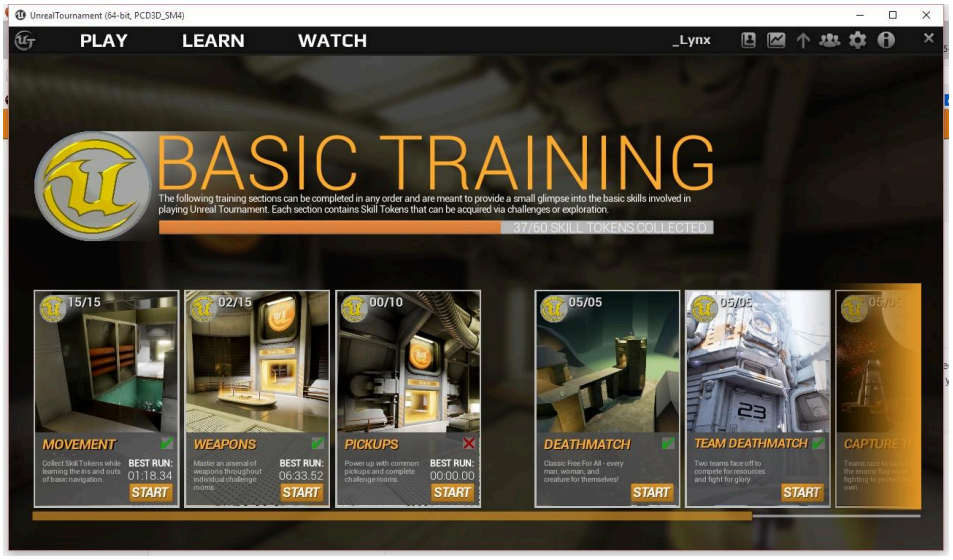
Implications of implemented tutorial

Document purpose

Draw a plan for tutorial to be simple and easy to understand.
Try to find a way to make tutorial easy to implement with current available tools.
Use the thing Yosh wrote as a foundation:
https://drive.google.com/file/d/0B8ubwvHJbaDQVG5fQjIwYzE2S2s/view?usp=sharing

Tutorial structure

It would be good to draw inspiration from tutorial in Unreal Tournament (2014+), because it is well structured and it demonstrates all similar concepts demonstrated in same level.
UT movement training video
UT weapon training video
UT pickup training video
As a form of reward / acknowledgement of player completing the section or demonstrating the understanding of all presented concepts game gives player a “skill token”.



Maybe some voiceover if really needed, otherwise boards with text to describe the concept that is being demonstrated.

Concepts

What concepts should be presented to the player in the tutorial?
In what order? How much emphasis should be on specific concept?
Despite game relying on classes a lot, would it be possible for player to go through the tutorial as a solder? Just give and remove items as necessary?

Basic concepts

- Movement
- Shooting
- First / third person view
- Q-spotting
- Using purchase terminal
- Chat
    - All
    - Team
    - PM
- Credits
- Buildings
    - Building functions
    - MCT
    - Tech buildings
- Vehicles
    - Driving

    - Flying
- Crates

Advanced concepts

- Economy
    - Harvester
- Teamwork
    - Coordination
    - Rush
- Using specific items
    - Airstrike
    - Nuke / Ion
    - EMP grenade
    - Proxy mines
    - AT mines
- Unit effectiveness
- Base defenses
- Commander
    - Commander powers
- Acquiring points
    - Game score
    - Veterancy points
    - Commander points
- Stealth
- Spy
- Vote menu

Tutorial segments

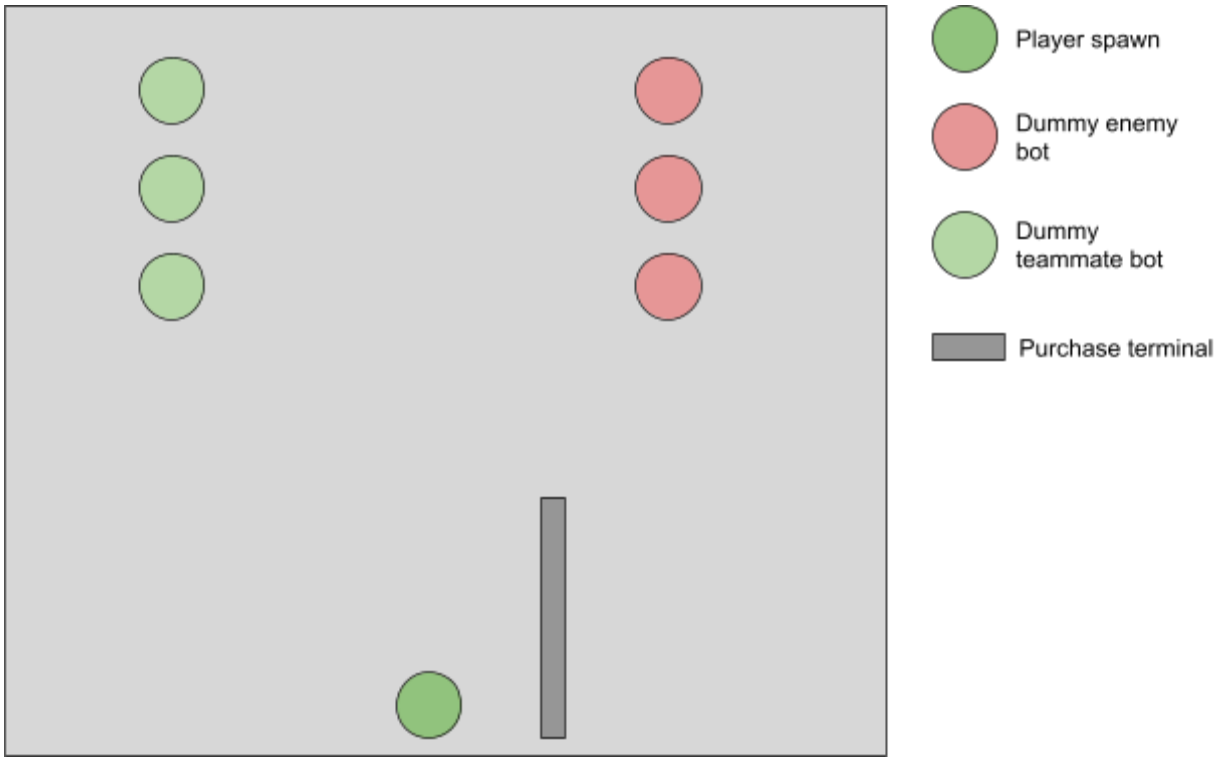
Proposed structure of the tutorial. Each segment should encompass the relevant concepts.

Segment 1: Movement, shooting, switching view, Q-spotting, using PT, chat, health / armor / ammo pickups

Smaller level, interiors only. No need to put much of emphasis on movement and shooting, as players are likely familiar with those from other games. Should player be invulnerable during tutorial? Or at least have it so that player's health does not go below 10, so that effects of receiving damage are visible, but player can not be killed?

Objectives:

1. Move around / reach specific checkpoint
2. Q-spot a bot
3. Shoot all 3 bots
4. Use PT to restock
5. Pick up what bots dropped
6. Use PT to switch to engineer
7. Heal teammate bot
8. Say something in all-chat
9. Say something in team chat
10. PM a teammate bot



Would this be technically feasible?
That could be the most simple pure basics tutorial, changes and improvements are very welcome.

Segment 2: Buildings, credits, vehicles, items, crates

Implications of implemented tutorial

Tutorial by itself would allow players to learn the basics and some advanced concepts of the game in the controlled environment, so more players in public multiplayer games would already be familiar with the game and would not have to weight down their team by learning the game on the fly.

If “skill tokens” were to be implemented in the tutorial, it would effectively allow game to enumerate player’s minimal skill level as a single integer, which could then be used for purposes of team balancing in public games.