

[Green] = Requires no changing [Orange] = Requires Changing
Author: Infinito

Tutorial Change suggestion

- 🏠 The character creation process is very easy and has a good flow.
- 🏠 The server selection is easy to decide due to the latency.
- 🏠 The popup to join a tutorial district is good.

Once joining the district for the first time,

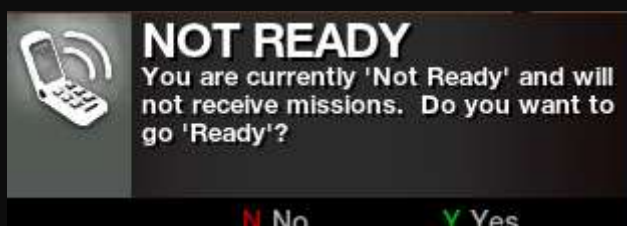
- 🏠 I suggest auto-spawning on **Violet Prentiss**.

It removes one step and Violet is also a more popular spawn location.



After selecting a spawn, the following pop-up comes right in my face.

- 🏠 Remove these, and add it later after the tutorial has been completed.



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The first tutorial pop-up is easy to understand and requires no game knowledge.
Always highlight the Tutorial each time there's a new step to take.



After pressing M to open the map, it gets confusing.



Step 1 Enabling all Legend items.


New players still need to learn where every mailbox, ammo vending machine, Vehicle repair zone and spawn machine is.



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Result:



 **Step 2 Hover over or selecting a legend should show a tooltip.**

Example:

Mailbox:

"Send and receive mails containing text or items here!"

Ammo Vending machine:


"Also called Joker Ammo. This is your inventory, this is where you can equip or change weapons, grenades, mods themes and symbols etc."

Vehicle Repair zone

"Repair your vehicle here by passing a gas-station."

Spawn Machine:

"Here you can spawn your vehicle or access your inventory."

 **Add the following items (STUCK) to the Legend**



Personal Waypoint (LMB)

"Only you can see this waypoint"



Group/Team Waypoint (RMB)

"Everyone in your team/group can see this waypoint"

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 Mailbox part:

Point players to the nearest mailbox, using the same way you see objectives or waypoints.




Highlight the attachment and add the text: *"Click to add to inventory"*

MAIL INBOX Armas Marketplace >>>

Drakins \$0 009

| From: | Subject: | Expires: | Date Sent: |
|-------|---------------------------------------|----------|----------------|
| APB | Tutorial Complete: Movement & Actions | Never | 2-6-2016 04:27 |
| APB | [Gift] Outfit Capacity +2 | Never | 2-6-2016 04:18 |
| APB | [Gift] Modification Capacity +20 | Never | 2-6-2016 04:18 |
| APB | [Gift] Clothing Capacity +10 | Never | 2-6-2016 04:18 |
| APB | [Gift] Themes Capacity +5 | Never | 2-6-2016 04:18 |
| APB | [Gift] Symbol Capacity +5 | Never | 2-6-2016 04:18 |
| APB | [Gift] Songs Capacity +5 | Never | 2-6-2016 04:18 |
| APB | [Gift] Weapon Capacity +20 | Never | 2-6-2016 04:18 |
| APB | [Gift] Vehicle Capacity +5 | Never | 2-6-2016 04:18 |
| APB | Welcome To San Pare | 30 Days | 2-6-2016 04:17 |

displaying messages 1-10 of 10 First << 1 >> Last

Tutorial Complete: Movement & Actions ★ Field Supplier [Click to add to inventory](#) 

APB \$

donderdag 2 juni 2016 - 04:27

Congratulations on completing the Movement & Actions Tutorial. Attached to this mail is a Field Supplier that will allow you to resupply ammunition for yourself and your teammates in the field. Click the paperclip in the top right to retrieve it.

Activating the Field Supplier (the default key is '5') lets you resupply ammo to yourself and nearby teammates, or even change your weapon selection. Be careful though, it takes a little while to deploy and undeploy, and you are helpless while you have it out.

Forward Reply

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Inventory:

Add the same kind of waypoint as for the mailbox, and hover the text Inventory above it.



Equip the mod:

Again, add an arrow and a yellow highlight around the character tab.



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Again create yellow highlights with numbers in order to click.



And again add the highlights and numbers.



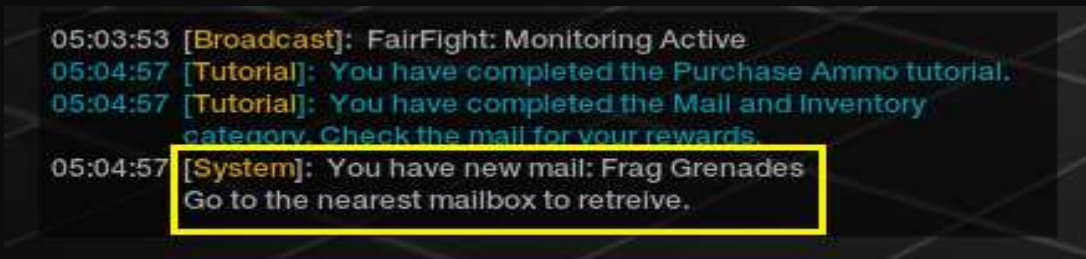
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Purchasing Ammo:

This is going well, there is the waypoint I was referring to earlier.



After buying the ammo, highlight the notification to pick up the grenade.



Point the player again to the inventory


Use the same highlighting again and follow up the step like equipping the field supplier



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 **Field supplier:**
Change the text to **“Press 5 To use Field Supplier”**



 **Vehicle spawner:**
This is fine. There's a waypoint to the closest vehicle spawner.



Here is where it gets confusing again.
Point a waypoint to a near car to help the player understand what **“Commandeer a car”** means.

