CHARACTER EDITOR

Programming Document

Overview

The player customization system is essentially based on collecting skins via a gacha system through chests in the store. When you collect a "skin" it is part of your skin's inventory (as of now, "Vanguards").

Player Onboarding

When a player joins the game for the first time and doesn't have an assigned skin, they will get a UI pop-up with a list of all the available free skins. They are required to choose one they want to equip before continuing to play. A skin however will be re-selected for them upon joining.

We will store a value, "tutorialHasSelectedCharacter" that will only be true once they choose a skin they want, if it is true, the player will not have to be forced to select a character.

List of Skins

Only the players owned skins will appear in the "Vanguards" list as shown above. Multiple of the same skin will show a quantity count (i.e. "x5")

An example of skin inventory for a player:

```lua
local skinsOwned = {
    {
        skin = "Raiden",
        quantity = 10
    }
}
```

Skins

These are players can equip.

An example of skin data

```lua
local skinData = {
    {
        skin = "Raiden",
        displayName = "Raiden",
        rarity = "Legendary",
        gamepass = false,
        lore = {
            realName = "Jason",
            age = 23,
            origin = "Exodus-12, Bastion City",
            description = "Blah"
        }
    },
    {
        skin = "Jazza",
        displayName = "Jacob",
        rarity = "Legendary",
        gamepass = 34657232,
        lore = {
```

```
            realName = "Jason",
            age = 23,
            origin = "Exodus-12, Bastion City",
            description = "Blah"
        }
    },
}
```

Value	Description
skin	This data is not used to display the skin name, but only cross-reference the data with other tables, it is treated as an **ID**.
displayName	This is the data used to display the skin name on the UI.
rarity	This will link back to the enums module for rarity and what color and text should be displayed.
gamepass	If the character is linked to a gamepass or not, if it is and the does not own the character, it will be awarded.
lore [table]	Data used for displaying character lore.

Equipping

Pressing "Equip" will change your character into the new skin while you are in the server.

Upgrading

How does the button work?

In order to upgrade, you need to have multiple of the same character. As shown above, the "x5" is how many you have of the same skin.

When you click "Upgrade" which will only be GREEN when you have the required limit of 10. If you do not have the required limit, show "You need 5 more to Upgrade!" in grey.

What Character You Get?

The next character you earned is based on a table, example as follows:

```lua
local characterUpgrades = {
    {
        characterRequired = "Raiden",
        requiredCopies = 10,
        characterReward = "Ultra Raiden"
    },
    {
        characterRequired = "Jazza",
        requiredCopies = 10,
        characterReward = "Storm Jazza"
    },
}
```

Value	Description
characterRequired	The character required for the upgrade
requiredCopies	How many of the same character you need.
characterReward	What character you get.

Reward Display

After you successfully upgrade your character, a pop-up "CharacterUpgraded" UI will appear to show you the new character you earned.

You can then click "Close" and see that the new character is a part of your vanguards list of options.