FIRST PLAYABLE OVERVIEW

WHAT'S IN THE FIRST PLAYABLE TEST VERSION OF THE GAME?

- **Turtle Hideout -** Note that the versions you see here are from V1. We are currently making revisions that will be routed separately this week.
  - **HQ Building -** First floor, second floor, bedroom.
  - **Armory -** Where the player will be able to equip their unlocked weapons (weapons to come in future build)
  - **Dojo** - Second floor of the armory building where players will be able to try out their weapons on target dummies (weapons to come in future build)
- **Friend Invite System -** Players are able to invite friends to join the game (First Playable test version is limited to 1 person per server)
- **Currency System -** You will earn currency and can claim this through the Token machine. Tokens are spent by purchasing buttons. You can purchase a button by stepping on it. (Note the button economy is a WIP and has been set for testing purposes. A final economy will be determined during player testing)
- **Morphs** - You are able to morph into multiple characters, using the morph button (bottom left of the action buttons)
- **HUD**
  - Currency Display
    - Tokens - Can be collected from the Token machine (Note that the revised icon will be implemented at a later time)
    - Ooze - Visual only. Not available in this version of the game.
  - Menu buttons
    - Shop - Visual only
    - Tycoon Progress - Visual only
    - Morph - Can be used to morph into the turtles
    - Vehicles - Visual only as there are no vehicles in this version of the game
  - Health Bar - Displays how much health the player has left. Visual only as combat is not available in this version of the game
  - Pizza Buff Display - Displays active buffs the player has. Visual only as buffs are not available in this version of the game
  - Hotbar - Displays equipped weapons. Visual only as combat is not available in this version of the game
  - Settings - Displays game settings. Visual only.

HOW CAN I EXPERIENCE THE FIRST PLAYABLE REVIEW OF THE GAME?

- For those that we've set up to play the game, you can access the brand experience and build the first areas of the Turtle Hideout by clicking **here,** you will be able to experience the basic tycoon mechanics of the game. Note that button pricing, order, and locations are not final. Finalized pricing and locations will be optimized and implemented during the player testing phase.
- **Tip** - Walk up to the Token machine and Press 'E' (PC) or tap the prompt (mobile) to collect Tokens. Then step on buttons to build the environment - See image **here**

WHAT IS NEEDED AT THIS STAGE?

- We are seeking approval of the First Playable Build. All requests for changes should be broken out into two buckets:
  - **Brand Must-Haves -** These are notes that are detrimental to the brand (e.g., brand logo) and we will address
  - **Creative Considerations -** These are notes that are not detrimental to the brand. We will review and address if aligned based on Roblox/game design best practices (e.g., shape of bushes, furniture shapes, color preferences)

WHEN IS APPROVAL WITH CHANGES DUE?

- Round 1 feedback is due Fri, 5/4. All accepted feedback will be seen in the Alpha build and Soft Launch builds.

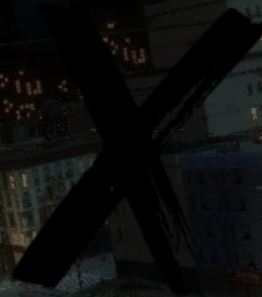# FIRST PLAYABLE TEST VERSION VIDEOS

- If you currently don't have access to the playable build, you can also view the collection of videos below showcasing the first playable build:

HQ Building

Armory & Dojo Building

Morph System

*These videos are intended to give those who are not playing the game a feel for how the initial Turtle Hideout interiors will look

THANK YOU