



LDD

Basic Market Tutorial

Table of Contents

Purpose	3
Layout	3
Step 1: Introduction	4
Step 2: Instant Buy	7
Step 3: Market Container	8
Step 4: Market Information	10
Step 5: Instant Sell	13
Schedule	15
Glossary	16

Purpose

Through this tutorial, players are briefly directed on the use of the market, and familiarized with the basic functions it provides. This includes how to gauge their current income, how to perform Instant Buy and Instant Sell actions, and how to gather their purchased resources.

To avoid confusion, any more complex operations will be reserved for the Advanced Market Tutorial.

Layout

This tutorial will take place on a **Tutorial Planet**. The player is mostly confined within a single room building, though there is a small outdoor area they can explore if they desire, purely there for decorative purposes.

Within the building are several Screen Units that display visual feedback for players as a form of guidance, a Market Pod and a Dispenser that contains the resources required to complete the Tutorial.

Step 1: Introduction

This tutorial begins by teaching a player how to locate ore by using the Scanner Tool. This can prove to be a complicated process for the uninitiated, so care must be taken to explain each element. We waste no time, and get right to scanning:

1-1:	Go to Dispenser and get your batch
Start :	Player enters the Tutoplanet via teleporter
Aphelia :	“Welcome to the Market tutorial. Here you will learn the basics of how to buy or sell items from the markets. <break time='1s'/> To begin, head to the Dispenser by following the green waypoint, and activate it [action]ELEMENT_INTERACT[/action] to retrieve a batch of items that we will use.”
Special	Set waypoint on Dispenser onCompleted: Deactivate Screen Unit and lights.
Completed By	Activation of the Dispenser

1-2a:	Market Intro
Start :	Player enters the Tutoplanet via teleporter
Aphelia :	“Very good! The market is a central part of your daily life as a Novean. When you want to buy or sell anything, this is where you go. Each market is linked to a physical location and equipped with storage to host tradeable resources. To interact with a market and access its containers, you must use a market pod.”
Special	Set waypoint on Dispenser onCompleted: - Deactivate Screen Unit over Dispenser - Deactivate lights around Dispenser
Completed By	onVoiceCompleted()

1-2b:	Go to Market Pod
Start :	Aphelia has completed speaking.
Aphelia :	“Activate [action]ELEMENT_INTERACT[/action] the market pod located in this room.”
Special	- Activate Screen Unit over Market Pod - Activate lights over Market Pod - Highlight market pod and add a waypoint
Completed By	Player activates the market pod

1-3:	Click on the Search Bar
Start :	Player has opened the Market Pod
Aphelia :	“You've just activated a pod linked to a market. This is that markets interface. Let's start by buying some items; Click the search bar on the top left.”
Special	Highlight the Search Bar
Completed By	Clicking the Search Bar

1-4:	Search for 'Surrogate' and click 'Local Instant Buy'
Start :	Player enters the Tutoplanet via teleporter
Aphelia :	“Now start to type 'Surrogate' in the search bar. A filtered list of items will appear in the main window. <break time='1s'/>Find the Surrogate VR Station, hover on it and a 'Local Instant Buy' button will appear. Click on it to initiate a local buy from existing offers on the market.”
Special	Highlight Instant Buy button
Completed By	Clicking on the Local Instant Buy button

Step 2: Instant Buy

2-1:	Instant Buy Intro
Start :	Player clicked the Local Instant Buy button
Aphelia :	“This is the 'Instant Buy' window. Note the name of the market where the order takes place, as it is linked to the pod you are currently using. Any item you purchase will be in this market's container. It will not appear directly in your inventory and will instead wait in the container for pickup.”
Completed By	onVoiceCompleted()

2-2:	Type '1' in the Quantity Field
Start :	Aphelia completed speaking
Aphelia :	“Now let's set a quantity of 1 in the quantity field, so that to buy the selected item at the best prices locally, at your current market. Type in the quantity field.”
Special	Highlight Quantity Field
Completed By	Clicking on the Quantity Field

2-3:	Buy One Surrogate VR Station
Start :	Player enters the Tutoplanet via teleporter
Aphelia :	“Notice how the total price is updated. Click 'Confirm' when you are ready to complete the purchase.”
Special	Highlight the Confirm Button
Completed By	Clicking the Confirm button

Step 3: Market Container

3-1:	Open the 'Market Container' Tab
Start :	Player enters the Tutoplanet via teleporter
Aphelia :	“Congratulations! You have successfully made a purchase. Now I'll teach you how to retrieve purchased goods. Open the Market Container tab.”
Special	Highlight the Market Container tab
Completed By	Clicking the Market Container Tab

3-1b:	Market Container Intro 1
Start :	Market Container has been opened
Aphelia :	“On the left of this interface you can see your current inventory and the items you carry around with you.”
Completed By	onVoiceCompleted()

3-1c:	Market Container Intro 2
Start :	Previous voice clip was completed
Aphelia :	“On the right is the content of the market container. If we had made a purchase on a distant market, we would have to travel there to access its particular container via one of its access pods. For now, everything we have done is local.”
Completed By	onVoiceCompleted()

3-2:	Move the Surrogate VR Station into your Inventory
Start :	Previous voice clip was completed

Aphelia :	“To retrieve your Surrogate Station, simply drag and drop it from the market container on the right, into your inventory on the left.”
Special	NA
Completed By	Player drags their Surrogate station into their inventory

Step 4: Market Information

4-1:	Sell Nitron Intro
Start :	Player collected their VR station
Aphelia :	“Now that you know how to quickly buy an item, let's learn how to sell one. We will attempt to sell the Nitron Fuel you retrieved from the Dispenser at the beginning of the tutorial. First, let's actually look a bit deeper into market orders.”
Special	NA
Completed By	onVoiceCompleted()

4-2:	Sell Nitron Buy/Sell Tab
Start :	Previous voice clip was completed
Aphelia :	“Click on the 'Buy/Sell' tab on the left.”
Special	Hidden Objective
Completed By	Player has clicked the Buy/Sell button

4-3:	Sell NitronSearch
Start :	Buy/Sell interface was opened
Aphelia :	“Now, click the search bar again and type 'Nitron'.”
Special	Hidden Objective onStart: Highlight Search Bar
Completed By	Player has clicked in the Search Bar

Objective 12:	Sell Nitron Intro1
----------------------	---------------------------

Start :	Player has clicked on search
Aphelia :	“You can see in the center window the list of all buy orders (above) and sell orders (below). Orders are 'intentions to trade' expressed by other players.”
Special	NA
Completed By	onVoiceCompleted()

4-4:	Sell Nitron Intro2
Start :	Previous voice clip was completed
Aphelia :	“You can see in the 'Buy Order' list that one player on this market is ready to pay 15 per unit and would buy up to 10000 units.”
Special	onStart: Highlight the Price and Totals columns for an entry of Nitron Fuel.
Completed By	onVoiceCompleted()

4-5:	Sell Nitron Intro3
Start :	Previous voice clip was completed
Aphelia :	“The market where you are located is identifiable in the 'Market' column, because its name is displayed in orange. As long as buy orders are present on your current market, displayed in orange, you'll be able to perform an 'Instant Sell' order, which will automatically pick the best offer for you.”
Special	onStart: Highlight the Market Location column entry for the same fuel listing as the previous step
Completed By	onVoiceCompleted()

4-6:	Click the 'Local Instant Sell' Button
Start :	Previous voice clip was completed

Aphelia :	“To do so, simply press the 'Local Instant Sell' button.”
Special	onStart: Highlight the Local Instant Sell button
Completed By	Clicking the Local Instant Sell button

Step 5: Instant Sell

5-1:	Instant Sell Intro
Start :	Player pressed Local Instant Sell button
Aphelia :	“Similar to the 'Instant Buy' interface, you can enter a quantity here and initiate a sale from the best buyer on the given market. Be careful not to sell more quantity than what the best buyer offers to purchase..”
Special	Hidden Objective
Completed By	onVoiceCompleted()

5-2:	Enter a Quantity of 50
Start :	Previous voice clip was completed
Aphelia :	“Enter a quantity of 50 units in the quantity field.”
Special	Highlight the Quantity field
Completed By	Clicking the Quantity field.

5-3:	Confirm the Order
Start :	Player clicks the quantity field
Aphelia :	“When you are ready, press the 'Confirm' button to complete the order and receive your money.”
Special	Highlight the Confirm button
Completed By	Clicking the Confirm button

5-4:	See The Money
-------------	----------------------

Start :	Confirm was pressed
Aphelia :	“You can check the amount of money you have in the upper right part of the interface. It has increased by the amount of your sale.”
Special	Highlight the Money field
Completed By	onVoiceCompleted()

5-5:	Conclusion
Start :	Previous voice clip was completed
Aphelia :	“This concludes the Basic Market Tutorial. You should now explore how to use the nanomarket interface to access markets at a distance without the help of a pod. You can also learn more about how to set your own Buy or Sell Orders on any market in the Advanced Market Tutorial.”
Special	Hidden Objective
Completed By	onVoiceCompleted()

5-6:	Activate the Teleporter
Start :	Player enters the Tutoplanet via teleporter
Aphelia :	“When you are ready, exit the market pod interface and head for the teleporter. Activate it ([action]ELEMENT_INTERACT[/action]) to exit the tutorial.”
Special	Set waypoint on Teleporter
Completed By	Activating the Teleporter

References

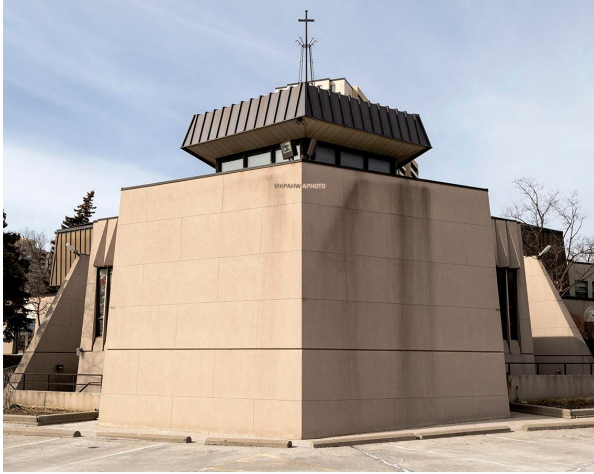


Fig 1: Simplistic structure design, without too many frills.



Fig 2: A brutalist styled air traffic control tower for the side tower.



Fig 3: A nice view of the ocean to promote calm and serenity.



Fig 4: Beachside location to allow plenty of natural light to saturate the interior through windows and skylights.

Construct



Fig 1: Exterior front view of the 'decommissioned' outpost of this tutorial.



Fig 2: Top view, showing debris, tower and roof details.

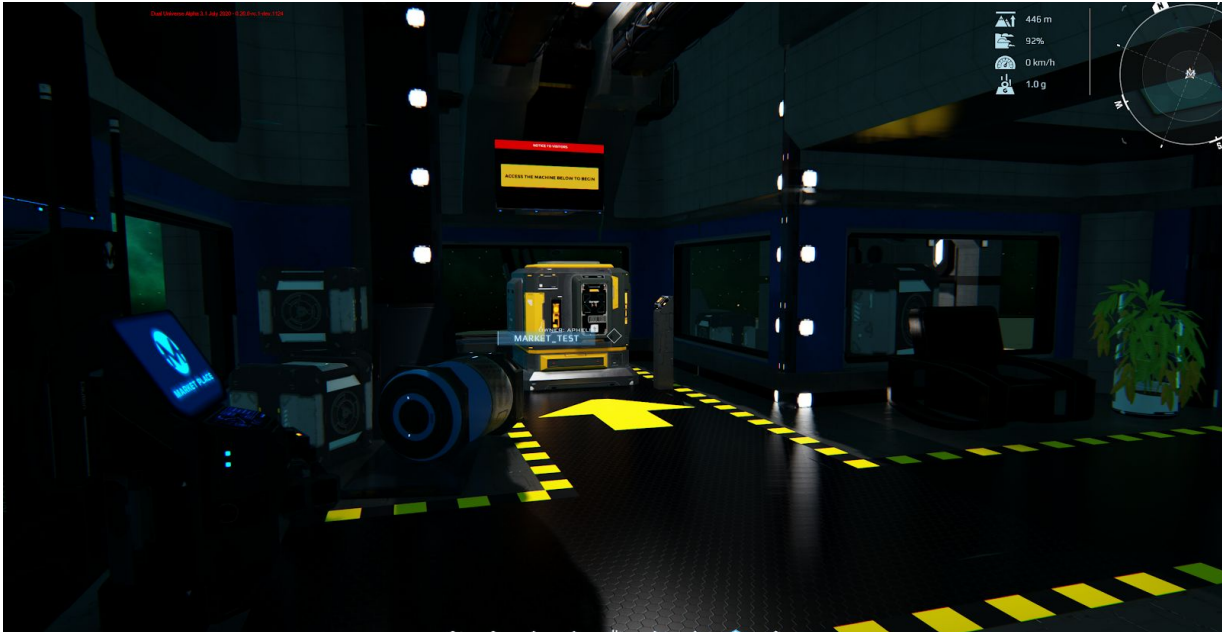


Fig 3: Interior view of main room. This is the are where all objectives are carried out.



Fig 4: If the player decides to, they can leave the main building and explore the tower.

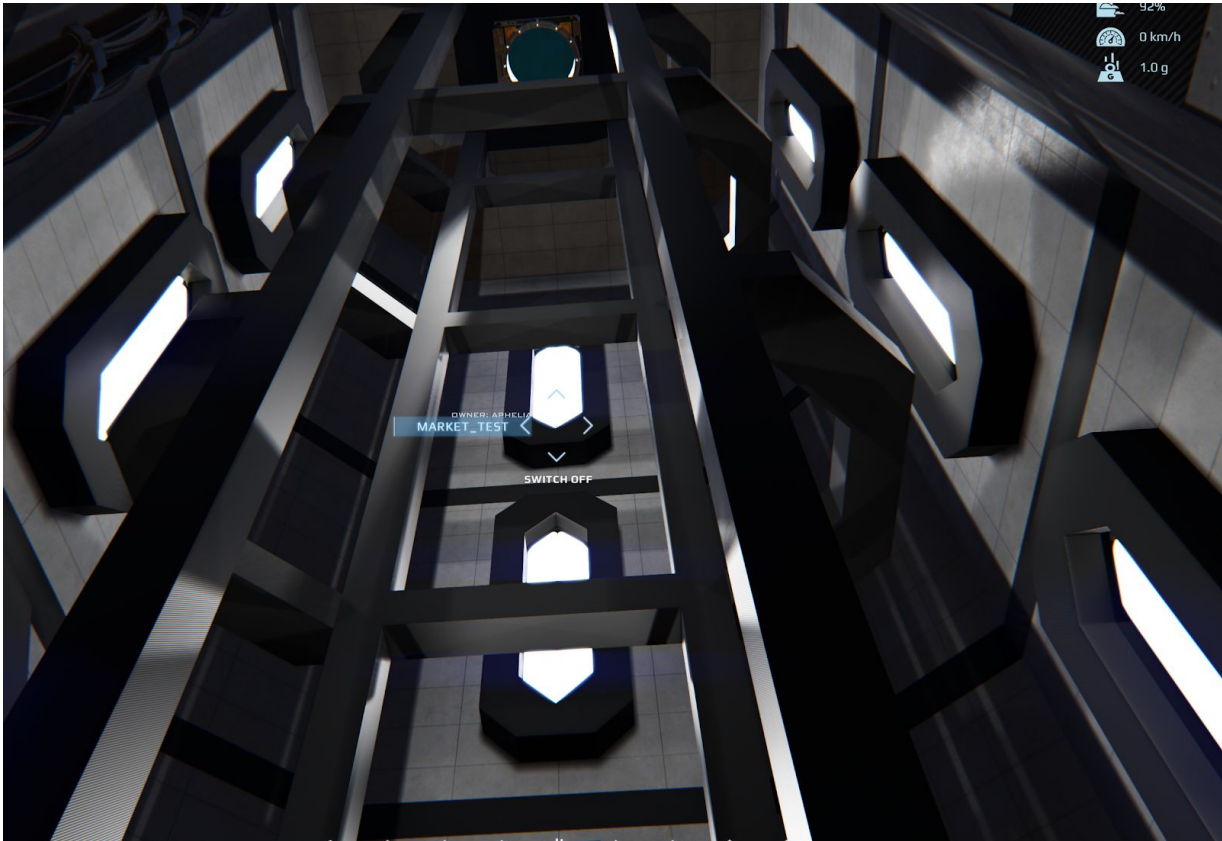


Fig 5: Elevator shaft from ground to tower. Players can access it via an elevator element.

Schedule

Element	Count	Element	Count
XS Core (Building)	1	Teleportation Node	1
Round Carpet	1	Market Pod	5
Miscellaneous Decorations	As Needed	Screen Unit	7
Infobutton	1	Market Core	1
Dispenser	1	Container	1

Glossary

[action]: Denotes a reference to virtual_inputs.js keypress designations.

Market : The central hub of trade in a specific place..

Pod: An element that is able to access the Market and facilitate interaction with it. Able to perform Local Instant Buy and Local Instant Sell.

Elevator : When activated, transports the player from one location to another via linked elements.

Local Instant Buy : The act of purchasing a resource automatically using the best available offer..

Local Instant Sell: The act of selling a resource locally at the current market value.

Dispenser : An element that distributes resources to the user.

Search: Using the Market Interface search bar to locate resources.

Market Container: The storage for a particular market where all trade goods it processes are kept. Players must travel to it to acquire purchased goods.