**Pre-game customization System**

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* There are 4 ways to customize player before the game, all pre game customization options is not available in-game.
  + All things are up to players themselves.
  + Not every cosmetic item is accessible in the beginning, but players can unlock them through gameplay.
  + There are several default set for new player to directly suit up and join the match.
* Player can choose perks (details in Perk system spec) to bring in the next match in the pre-game procedure. (the choice will be saved for all later games and player needs to manually change it if other perks are needed.) There are several default perks for new player to choose, more to unlock. Perk will not be pre-set.
* Players have an in-game avatar and the avatar is customizable (e.g. clothes, hats, the whole outlook set)
  + Initially players do not have any outlooking customizable item. (which is default looking)
  + Players can unlock cosmetics through gameplay (completing challenge or open loot boxes.)
  + Players possibly can trade their cosmetics with each other in market(tbd).
  + Avatar’s looking could be seen in actual gameplay by all the players in game.
  + Avatar’s looking could be seen when other players check your profile.
  + Cosmetics will not drop off when you die in the game.
  + All cosmetics should be permanent owned.
* Players can customize their card back before game.
  + Card back is earned through gameplay
  + Only players themselves can see the card back.
  + When players loot from others, the card back will automatically synchronize.
* All pre-game sets will be automatically saved once players click save button. And all of these settings can only be changed by players afterwards.

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