Polaroid-Gated Vistas User Flow

Intended Player Experience

1. The player enters a new region, unaware of any vista locations
2. They discover a polaroid in same region: placed loose or in a generic container, outside
   a. The locations are randomized each playthrough via the research book lottery
   b. [See all possible locations in Marina's documentation here](#)
   c. Polaroids should be in hard to find places and not near any spawn locations
3. On picking up the polaroid:
   a. They are taken to the map screen for the whole region
   b. A small part of the map is revealed at that vista location, zoomed in to see a compass icon representing the coordinates at the centre of the vista location
      ■ Others icons should not be blocking this icon from being clearly seen
      ■ On hover, this icon will display the name of the region followed by "Vista"
   c. Item is added to collectibles inventory with photo, message, and description hints
   d. The Journal page updates the count of found polaroids (out of 11)
4. They can examine their polaroids on Journal screen at any time via link to collectibles
5. They attempt to approach the vista location once they orient themselves to their current position on the map
   a. Players will likely misfire with charcoal mapping actions during the next few steps
   b. Misfiring is part of learning the flow, but should get clear feedback when they fail
   c. They will still get any height benefits for mapping regardless of "in vista location"
6. They enter the location label volume associated with the vista, it is a large volume
   a. A temp banner appears describing a location entered or new location discovered
   b. Mapping now may update Faithful Cartographer but **doesn't** complete vista flow
7. Without exiting location, they walk towards compass icon on map (not a top level icon)
8. They enter the vista location volume, which is small with its' centrepoint at compass icon
   a. The HUD shows a sidebar confirming their "in vista location" status
      ■ There should be no location label presentation for the vista location itself
9. They see the HUD displaying their "in vista location" status, and use charcoal to map resulting in time-passing and other gameplay effects **only if** the visibility is high enough
10. On correct mapping "in vista location"
    a. They are taken to the map screen for the whole region
    b. An extremely large (near 50% of total) area of the map is revealed
    c. Many, but not all, icons are displayed: within the revealed area **only**
    d. Nearby top-level location icons are revealed, if not previously surveyed
    e. A short term kicker appears displaying that "name of vista" has been revealed
    f. The compass icon for the current vista is no longer visible on the map
    g. No other updates occur in the menus, however, exiting to gameplay will reveal
       ■ The "in vista location" HUD status is removed
    h. Vista Audio triggered

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11. Mapping the vista via the above flow should apply some benefit for most players, although if they've already been mapping extensively this benefit could be small

Previously described problems when breaking the flow

Please log any repros individually, or by region, for the affected vistas

1. From Katie's comment on [TLD-18011](#):

What I'm currently seeing with NO polaroid collected
- enter vista trigger and get a 'vista entered' kicker on screen
- do a survey
- I get no survey reveal at all, map remains black

What I'm expecting with NO polaroid collected
- enter vista should see **no** 'vista entered' kicker on screen
- do a survey
- I get the regular sized survey revealed

If I have no polaroid (and therefore not unlocked that specific vista trigger) it should be as if that trigger is not there at all - no kickers, and can just do normal charcoal surveys.

2. The height benefits for mapping are often mistaken for a vista reveal

3. BUG: Selecting "Leave It" from Polaroid inspect view breaks the flow
→ This has been addressed for all loose polaroids and for containers: [TLD-18094](#)

4. Polaroid icons may overlap rope icons on map (seen in RuralRegion)
WILL NOT FIX in RuralRegion due to icon placement constraints, but we may be able to address it in other regions on a case by case basis

5.