

Automatization

Mission

We want to make sure Travian: Legends fits into our players' time schedules. We want to make it easier to optimize the game, without giving the "one button to play it all".

General Statement

Travian: Legends requires skills such as gathering intel, coordinating between players, decision making, planning and execution of these plans. When adding features for players' convenience, we will make sure that those skills won't be lost in the game.

Overview

The following feature are under evaluation:

- Celebration queue
- Artwork queue
- Wave builder

Celebration queue

Players would like to hold Celebrations as often as possible, even if that means getting up at 3 am.

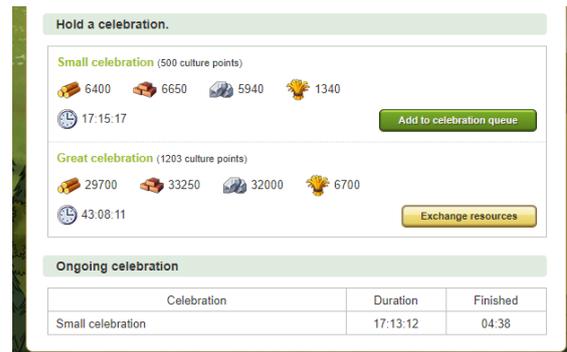
We will reduce the gap between players who can easily do that and those who need some extra sleep by adding a queue.

It will work like the Construction Queue and it will use resources as soon as a celebration is added to the queue.

Players will be able to hold up to two celebrations (one currently going, one queued). Culture Points are added as soon as the celebration is started.

A queued celebration cannot be aborted.

Despite this automatization, players will still be able to optimize their account, which involves most of the above-mentioned skills.



Artwork queue

Players would like to use an artwork as soon as the cooldown is reached.

To remove the hassle, we will allow the hero to equip artworks in the consumable slot.

As soon as the cooldown ends, an equipped artwork will be used.



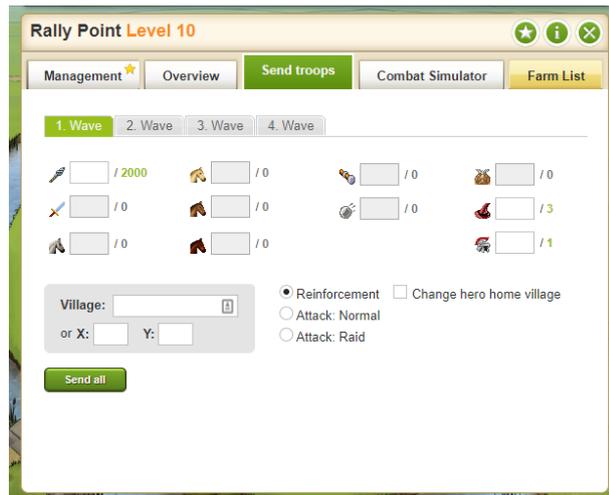
Wave Builder

As mentioned in the introduction, although we want to make it easier to participate in operations, we do not want to provide the perfect “one button to play it all”.

With that in mind we want to add a wave builder, which will allow players to plan up to 4 waves.

A dice roller will decide if the waves will be all in one second or spawn over two seconds.

The current balancing is planned as follow:



Chance	Attacks in 1. second	Attacks in 2. second	In Words
82%	4	0	all 4 attacks are in the same second
8%	3	1	the first 3 waves are in 1. second, and the last wave are in 2. second.
6%	2	2	the first 2 waves are in 1. second, and the last 2 waves are in 2. second.
4%	1	3	the first wave is in 1. second, and the last 3 waves are in 2. second.

As an alternative, players will still be able to use the four-tab-method and will be able to optimize their results by using their own skills.

This wave builder will allow players who want to participate in an operation via mobile to join with the lowest possible effort.

Conclusion

With the described features, we wish to support players that want to optimize their accounts without removing dedication and skills for the best results.