

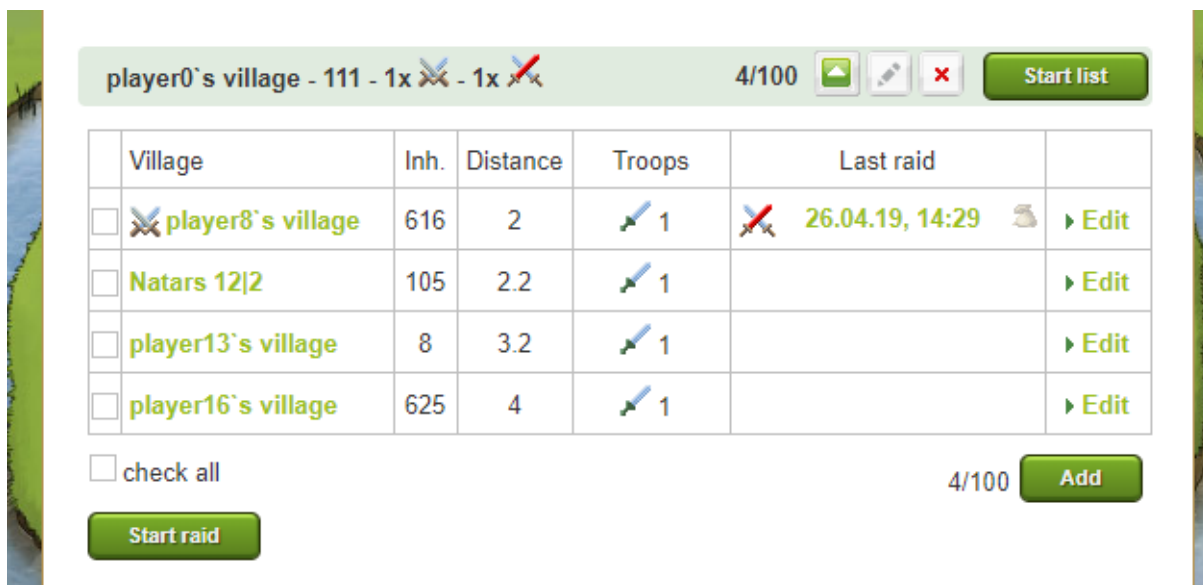
Farm List

Mission

We want to improve the farm list feature to prevent it from being a pain point for extremely active users. At the same time, we don't want to make it easily useable by bots. In addition, we want players to be able to use the farm list feature easily on mobile to start their raids.

New Features

Farm List UI - Collapsible Header



Work in Progress Mockup – Does not reflect final state, not all changes included.

When entering the page, all Farm Lists are collapsed.

The visible header shows the following data:

- Village of the Farm List
- Name of the Farm List
- **(new)** Amount of Farm List entries currently attacked
- **(new)** Amount of green / yellow / red swords
- Size of Farm List
- **(new)** "start list" button → Starts whole list with one click.

The following features are moved to be only available once the farm list is unfolded.

- Edit name of Farm List
- Delete Farm List

Farm List Filter

The newly introduced headline of the Farm List (read above) is extended by a filter feature.

The icons of green / yellow / red swords are buttons, which filter the Farm List Entries by the selected icon.

Those buttons also open the Farm List when collapsed.

The following options are available to change the filter:

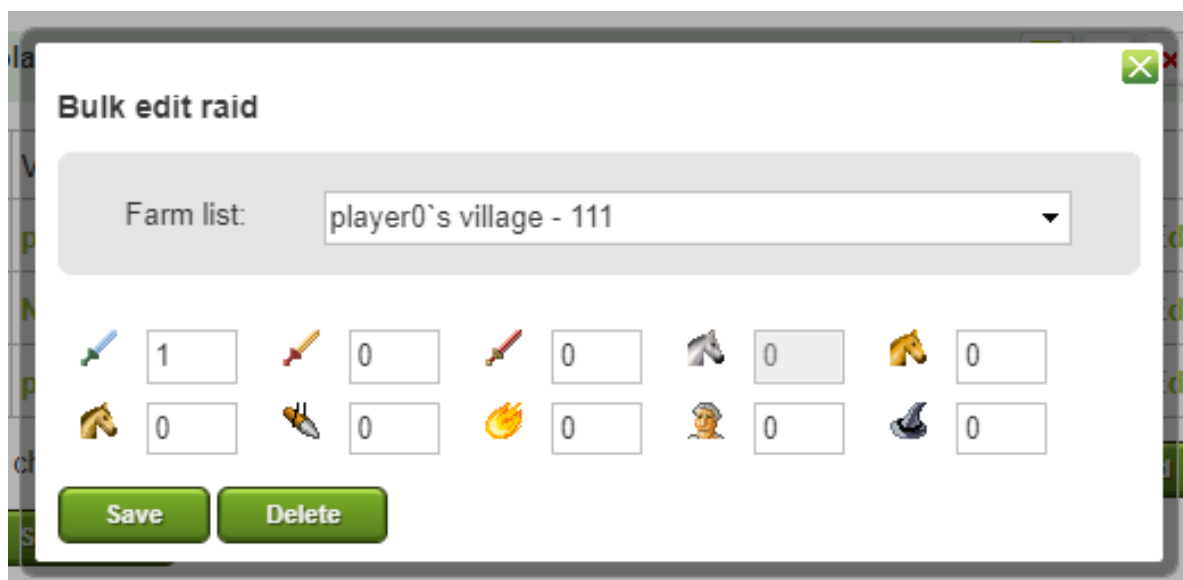
- Click the selected filter again to show all Farm List Entries
- Click another filter to change the filter
- Collapse and open the whole Farm List.

Filtering also changes the effect of the “check all” button. This only affects visible Farm List Entries.

Example:

Filtering for red swords only shows Farm List Entries where the last raid was unsuccessful, with no survivors. Clicking the “check all” button only selects those. Clicking the “start raid” button only starts raids to those selected.

Bulk Edit & Move Farm List



Work in Progress Mockup – Does not reflect final state, not are all changes included.

The expanded Farm List will have a “bulk edit” button, when at least two Farm List Entries are selected.

Clicking this button will open the “Edit Farm List Entry” pop-up without target entry.

Players will be able to change the Farm List, moving the selected Farm List Entries to another Farm List.

Duplicate entries might get overwritten after confirmation by player.

Players will be able to adjust troop numbers, overwriting troops on every selected Farm List Entry.

Players will be able to delete selected Farm List Entries with a click on the “Delete” button.

Scout Farm List

The community requested to enable the possibility of adding Scouts to Farm List Entries → Scout Farm Lists.

We will make this possible, with the limitation scout raids started via Farm List only “Scout resources”.

Conclusion

With the mentioned changes players will be able to find needed information faster and managing Farm Lists will require significantly fewer clicks.