



TRAVIAN

LEGENDS

ON TOUR

WORKSHOP #1

15/04/2020



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PARTICIPANTS

Travian Team

- Brian – Product Owner
- Jake – Game Design
- Laure – Customer Service Manager
- Froz – Customer Service Game Expert
- Martina – Communications Manager
- Minke – Team Lead Community Manager



Ambassadors

- Demix_IT – (Italy)
- El_Tano – (Hispano)
- Lotte – (Germany)
- Jelena - (Balkans)
- Kazah - (Russia)
- nionet8 - (Italy)
- SpartanKing - (France)
- wishmaster3 - (International)





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TOPICS

SPLIT OFFENSE/DEFENSE POINTS for PVP AND PVE

Separate the off and def points obtained by attacking/defending natars/natures troops to avoid "fake Ranking.

Proposed by: **Italy**



DISCUSSION

- Removing PvE Points will push players in other ways of faking the ranking.
 - Also honorable events like killing Natar WW Defense will go with less reward.
 - Other Fakes will not be removed by this (like friendly scouts / defending clubs / micro farm-like attacks)
- Splitting Off / Def Points into PvP / PvE Points will increase the amount of statistics, and not adding medals for PvE Points will create additional differences and complexities
- Still this is requested by the Influencers, which see an improvement if PvE Points are removed from the Top 10 Off / Def points.

FOLLOW-UP

We will provide a formulated change, which then will be voted on by the ambassadors.

Regional servers: add a new regional power - increase merchant speed.

Alternatively, perhaps as an alliance bonus. Note: a buff to merchant speed is **not** desirable for regular servers - only needed/requested for regional servers.

Proposed by: **International**



DISCUSSION

Different suggestions were made:

- Exchange Alliance bonus for Merchant size with Merchant speed
- Add merchant speed to alliance bonus
- Add merchant speed regional power

The wish for faster Merchants only applies for 801x801-sized map.

FOLLOW-UP

The topic will be talked further in a smaller group

Regional servers: Randomize regional effects for each round

Pre-made teams have already figured out their sign-up/settling strategies (only really a few viable ones). This should give non-premades a bigger chance, while making the game more interesting for the pre-mades too (will have to adapt strategy on the go). Will hopefully lead to more action and fighting.

Proposed by: **International**



DISCUSSION

Meta Game evolves on planning even before playing the game.

Also random ancient powers will create imbalances for sure. Creating a ruleset which allows for a fair balanced but still random experience is almost impossible.

FOLLOW-UP

A discussion on Ambassador Slack will happen in a channel which was created for it.

ALLIANCE MANAGEMENT - ALLIANCE TROOPS

Create an option that allows ally leaders or any one who were assigned to that, to see troops from other members of the alliance the same way we can see it right now in troops overview.

Proposed by: **Russia**



DISCUSSION

An Opt-In solution will not be «Opt-In» but «agree, or get kicked», which TG doesn't want.

TG also doesn't want to add another excel like table.

Still a mockup was created to better understand what Ambassadors ask for.

According to Ambassadors this will make live easier for new players and their alliances.

FOLLOW-UP

This will require a longer discussion on the technical feasibility and agreement within the TG team regarding priorities

CLOSING REGISTRATION TIMING

Prevent accounts in BP from taking/cataing artefacts/building plans. Possible fixes: close registration well before WW plans spawn, close registration temporarily (10 days?) before artes spawn, then open again after. Disallow accounts in beginner's protection from sending attacks (only allow raids).

Proposed by: **International**



DISCUSSION

Most of the communities thinks this is a glitch (even those who use this strategy thinks it) and would like to have it fixed.

PRODUCT OWNER: Close registration - certain time before BP wil make some community having no open server at times (small domains).

International: Disallowing build of the workshop in beginner's protection (also at the beginning of the server) will kill certain strategies used at the beginning. Raiding only still remain feasible.

FOLLOW-UP

The product owner will verify together with the project manager what could be a potential scenario in the small domains when the registration are closed a certain amount of time before Building Plans spawns.



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WHAT HAPPENS NOW?

NEXT STEPS

- We have a number of topic we were not able to discuss and have been pushed either to a chat discussion or to a future meeting.
- The Ambassador will keep collecting topics for the next workshop.
- The TG team will evaluate and follow up on all the discussion which happened.
- The next topic prioritization will start on May 4th
- The next workshop will happen the week after





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THANKS!