



TRAVIAN

LEGENDS

ON TOUR

WORKSHOP #2

12/05/2020



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PARTICIPANTS

Travian Team

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



Ambassadors

- Demix_IT – (Italy)
- Jelena - (Balkans)
- nionet8 - (Italy)
- SATANS (Lusobrasileiro)
- SpartanKing - (France)
- wishmaster3 - (International)





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TOPICS

COOLDOWNS

- Set a cooldown to receive reinforcement from the confederacy after joining.
- Review the various existing cooldowns (alliance bonus, joining leaving an alliance, etc) to make it consistent.

Proposed by: **Russia**



DISCUSSION

- There is agreement among ambassadors on having a countdown of 12/24 hours on joining an alliance. Which will forbid new alliance member from receiving reinforcement for the given amount of time
 - Game Design propose to replace all cool downs with one "joining alliance status"
 - Open Question: Can joined players send reinforcements immediately?
 - Open Topic: This solution would only fix one vector of this strategy. Inviting the tech account's fake alliance into confederacy would allow defending as easy as now, even with this fix. We would most likely need to add another countdown for confeds, which brings us back again to the more and more and more complicated rules of cooldowns into the game.
- The topic "what happens to troops which are reinforcing a village if a person exit the alliance" has been raised
 - The current behaviour is like requested and avoids situations like short leaving the alliance resulting in big troop movements.
- There is agreement on the behaviour of the alliance bonuses benefit countdown. This will stay as it is since these are transparently communicated in the Bonus page.

FOLLOW-UP

TG is expecting more discussion about this topic to find a solution which suits better.

TRADE ROUTES – ACTIVATE/DEACTIVATE

Create a "Activate/Deactivate" button for trade routes.

Bonus topic: There have been requests through the community that Trade Routes to artifacts are disabled instead of deleted as it happens now. Maybe a good moment to discuss also this topic.

Proposed by: **France**



DISCUSSION

- This will double the amount of button on the interface
- There is agreement that generally we should work on a revamp of the interface. Unfortunately, this would be very heavy on development and currently we do not have the resources to do so.
- The proposal of having a check box to rule them all (same as reports and farm list "select all" check box) has been raised.

FOLLOW-UP

Jake will try to improve the UI / UX of trade routes to implement the requested topics. This will be a rework of the «delete all trade routes» feature added within last year. Ambassadors will see the concept and can be put into prioritization.

CROP DISTRIBUTION ON SMALL MAP

The map was reduced from 400x400 - but the people complained that the crops were not omogenically distributed equally to each quadrant - could this be analyzed and corrected?

Proposed by: **Lusobrasileiro**



DISCUSSION

- Eventhough there was already a clear proposal from last year, we couldn't invest yet in implementing a solution
- The amount of development resources needed for this needs to be evaluated and the topic will be ridiscussed as soon as the Ambassadors provides their feedback on the LOT2019 proposal.

FOLLOW-UP

Ambassadors check current solution from last years LOT, and if they agree TG will wait for prioritization of all LOT topics to determine which improvements will be tackled by developers.

BUILDING DELETION QUEUE

Allow queing building destruction in the Main Building

Proposed by: **France**



DISCUSSION

- Generally this is a neutral topic on many community, only a few are actively asking for it
- Game Design is not really in favour this proposal

FOLLOW-UP

TG sees the convenience of the requested feature. If this feature gets prioritized high we will work on a concept to implement the desired feature.

ATTACKS ON BANNED WW/ARTI

Allow the possibility to attack a village holding an artefact or a WW if the owner is currently banned. Allow a 24h cooldown before being able to attack in order for the player to accept the penalty. This is to counter players deliberately cheating and banning their accounts in order to protect their artefact/WW.

Proposed by: **France**



DISCUSSION

- In the past weeks there have been several examples of this behaviour pushed to our desks where some users are abusing chargebacks to manipulate the gameplay.
- We are currently working on a technical solution for this, meanwhile strong punishment will be taken against people abusing this feature.

FOLLOW-UP

There are some User Stories in the pipe to adress self triggered payment bans and unbans, which should remove the vast majority of cases. Ambassadors agreed that it is fine to have this as the first step. Further steps are possible.

WAVEBUILDER COST

Allow wavebuilder's cost to be 50 golds for three villages in order to find a compromise between TG and players complaining about the cost for something that is completely part of the game.

Proposed by: **France**



DISCUSSION

- We as TG want to make educated decision based on secured information. It has been agreed that we will do a full analysis of the feature and cost of it around the beginning of October and the discussion will be revived at that point.

FOLLOW-UP

TG will wait for reliable data til october. Once we could analyze that, we will discuss further steps.

BETTER LIST OF VILLAGE VIEW

Create a better list of village view for the player. Allow the player to be able to organise his villages in that list such as offensive villages together, defensive villages together, ress production villages together, villages from a particular sector together, etc.

Proposed by: **France**



DISCUSSION

- A drag and drop system to sort villages is preferred by the player. TG is interested in. Unfortunately, such a system requires a complete new technology to replace the old one.
- A new technology is part of the big development plan for the game, but it is something which will require a certain amount of time to be implemented.
- A possible temporary solution could be implemented for the village list the same sorting system which is used for the Link list, a numbering sorting.

FOLLOW-UP

TG will wait for prioritization. If this topic get's high prio, we will work on implementing the temporary solution. Otherwise we will need to wait for the upgrade to the new technology, which will take unforeseeable time.

ADD A THIRD SITTER

The title says it all.

Proposed by: **France**



DISCUSSION

- This is a very hot topic, and it is closely related to the multiaccount discussion which will happen in the upcoming weeks.
- It could bring more issue than solves.

FOLLOW-UP

Will be discussed further in the Multi-Account Workshops.

ADD SPEED FACTOR TO THE BREWERY

Different duration to brewery party according to the server's speed (example 1x 72h / 2x lasts 48h / 3x lasts 24h)

Proposed by: **Italy**



DISCUSSION

- On a Game Design point of view, this could have too many downside and create more complexity than the existing one.
- This was a request only in a few community, the rest of the group was very neutral on the topic as there were no requests in this direction from their community.

FOLLOW-UP

TG still will wait for prioritization. Maybe that topic then comes up ahead, and we will do changes, but most likely this will not happen.



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WHAT HAPPENS NOW?

NEXT STEPS

- We have a number of topics 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 be scheduled in the upcoming weeks. The TG Team needs to evaluate the current workload (Tournament and Annual Special are in preparation right now and this raised the general workload). An additional communication will be given to the ambassadors and to the community on this matter.





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THANKS!