



TRAVIAN

LEGENDS

ON TOUR

WORKSHOP #4

01/10/2020

Travian Team

- Laure – Customer Service Manager
- Martina - Community Communications Manager
- Minke – Community Management Team Lead
- Liudmila – Community Management Team Lead

Ambassadors

- ThomasGB - Representing Anglosphere Ambassador
- Jelena - Balkans Ambassador
- Nyx - Nordics Ambassador
- SkyShepard - France Ambassador
- Simone_IT - Italy Ambassador
- Kazah - Russia - Ambassador

General Update about the Ambassador Program

Since the beginning of the Ambassador program - connected with the Legends on Tour event - the number of participants increased quite a lot. Due to the current worldwide pandemic, we were forced to move the workshop from a live event in Munich to a digital one. Since all Ambassadors and Legends on Tour participants are always invited to these workshops, we have decided that in the future all digital workshops will be named Ambassador Workshops.

One additional change we have agreed upon is that - from now on - the Ambassadors will bring their topics (problems or issues that the communities are experiencing in-game) directly to Slack as discussion topics. Possible solutions will be then brainstormed in the group chat/voice chat. We expect these changes to help us to fully understand the issue/problem before even trying to solve it.

As we already have a lot of open topics, for the moment the focus will be to sort and close the existing topics before we move on some more. Obviously, we are willing to make an exception for pressing topics that might raise with the further development of the game.

Ambassador Workshop #4 - What did we do?

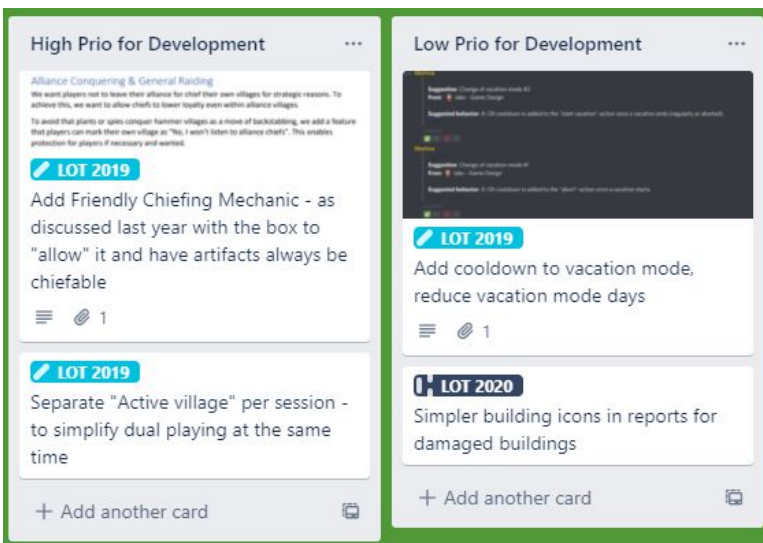
This workshop was focusing on sorting out all the open topics and prioritizing them. This is of great help for both our Game Designer and the development team.

On one side it helps us to have an overview of what the important topics for the community are and where we should focus as soon as the development team has a bit of space in their schedule; on the other hand it tells us what are the future wishes of the community for the game so that we can prioritize what needs to be tackled by our Game Designer, Jake.

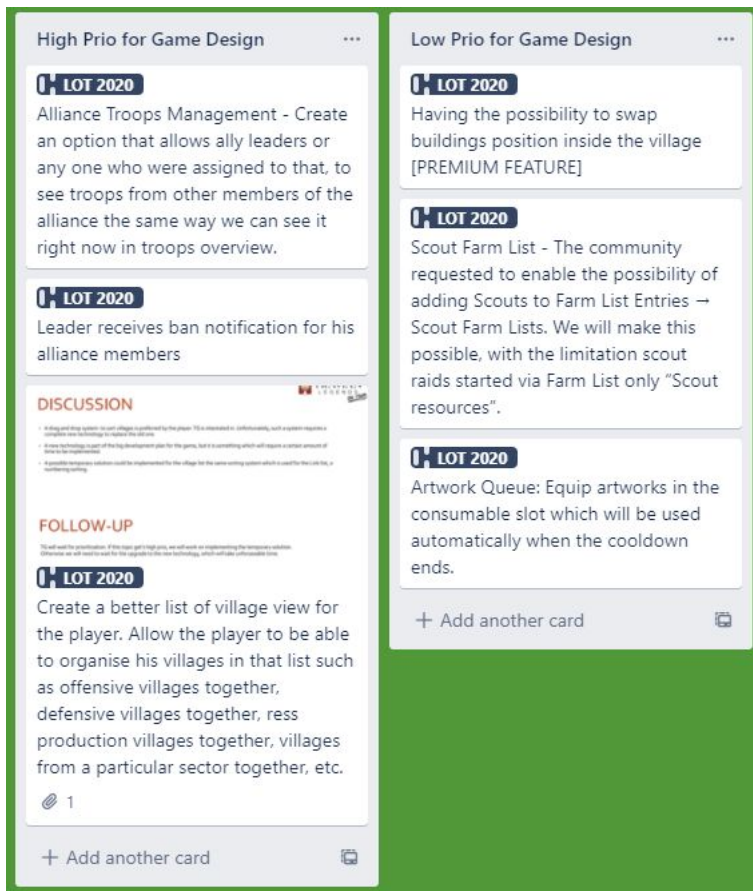
So how did we proceed?

During the workshop preparations, Laure and Martina created a Trello board with ALL the topics that were discussed in the previous edition of the Legends on Tour event and in previous workshops that were not yet prioritized.

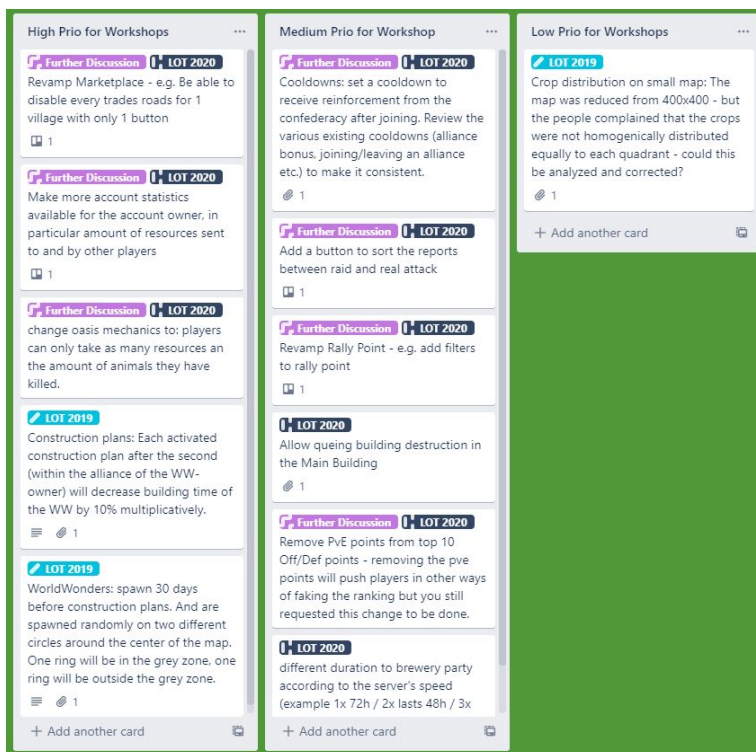
On top of that, all new topics proposed by the Ambassadors were also added.



We started by prioritizing the development topics. These topics were already fully discussed with the Ambassadors and the needed User Stories were written by Jake - Game Design, for the developers with the following result.



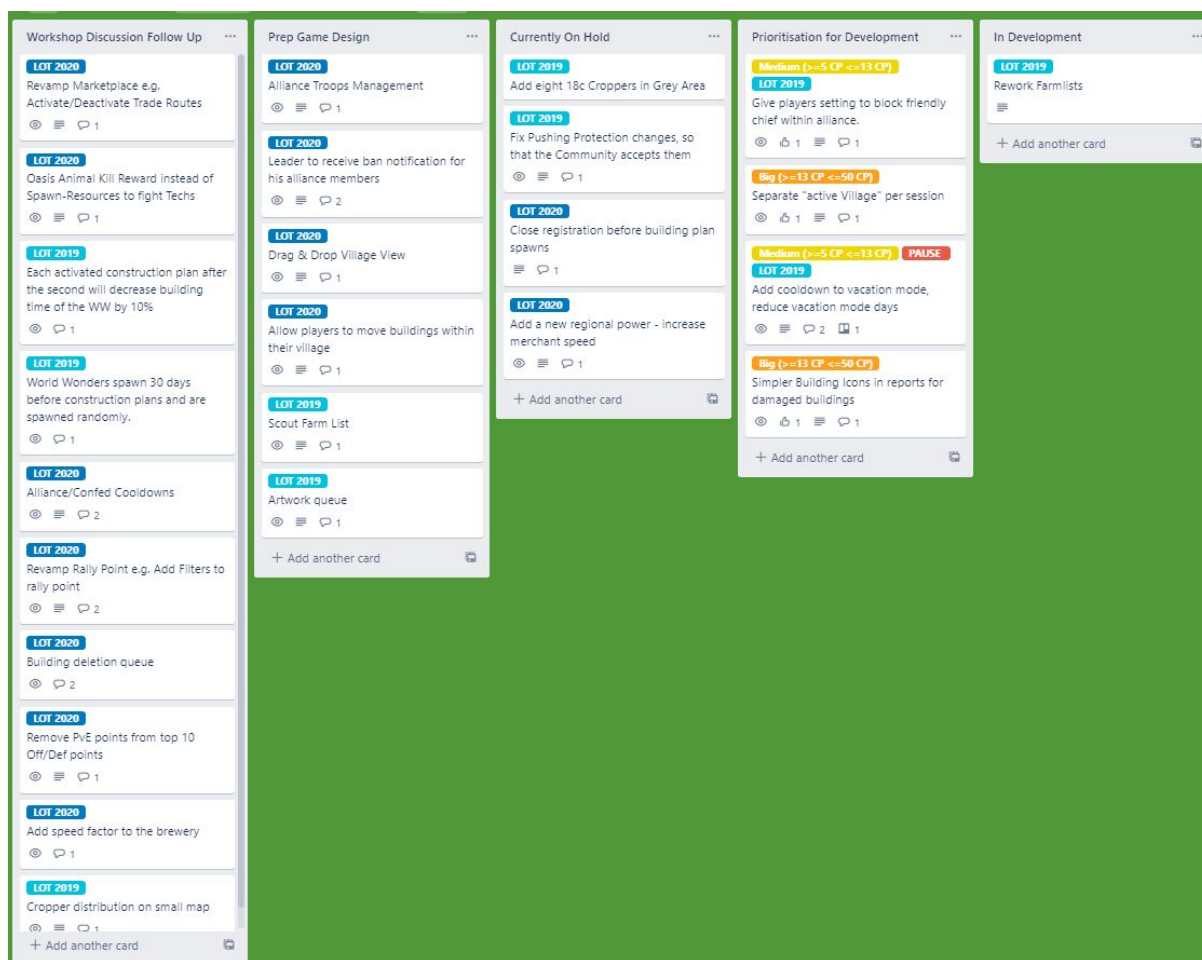
After that, we prioritized the game design topics. These topics were already fully discussed with the Ambassadors but still needed Jake (Game Design) to work on them to create the User Stories for our developers. Once these stories will be ready, the topics will move to the development priority queue.



Then we have prioritized the topics that need to have a dedicated workshop so that we know where to start for future appointments.

In the end, we started working on the prioritization for the new topics, the work is not over yet, so we will plan another workshop to finish it.

And below here is the final prioritization we have passed to our Game Design and Development Teams.



Click on the image to enlarge it

And so that the understanding is complete, the higher a card is in the Trello Board, the higher the priority is for the community.

Ambassador Workshop #4 - Whats next?

The next steps of the Ambassador group will be:

- **Before the end of October**, one additional small workshop (1 hour) to finish the prioritization of the existing topics
- **Early November** - Workshop #5 focusing the Marketplace and Trade Routes
- **By the end of November** - Prioritizing the suggestions that have been proposed by the community on the Official Discord Server

We have already set a topic for the upcoming workshops as well:

- Workshop #6 - Endgame topics from 2019
- Workshop #7 - Alliance / Confederacies cooldowns

On top of this, we are also keeping discussing various topics directly in our Ambassador workspace.