WORKSHOP #5 - MARKETPLACE & TRADE ROUTES
Nov, 5th 2020

Travian Team

- Brian - Product Owner
- Jake - Game Design
- Nils - UX Design
- Laure – Customer Service Manager
- Martina - Community Communications Manager
- Froz – Game Specialist
- Liudmila – Content Creator

Community Managers

- ThomasGB - Anglosphere
- Spud - Lusobrasileiro
- Scyllo - France & Germany

Ambassadors

- Jelena - Balkans Ambassador
- Nyx - Nordics Ambassador
- SkyShepard - France Ambassador
- Demix_IT - Italy Ambassador
- Nionet8 - Italy Ambassador
- Kazah - Russia Ambassador
- WdwndSpecialist - Anglosphere Ambassador
- Wishmaster - International COM Ambassador

General Information

The purpose of this workshop was to collect and brainstorm about pain points and must-have features that should be tackled/included in the rework of the Marketplace and Trade Routes system.

We asked the Ambassadors to collect from their communities all the pain points and wishes in regards of the Marketplace and Trade Routes system and add them to a Trello Board.

Jake - Game Design and Nils - UX Design, offered their time to go through all the gathered topics together with the Ambassador. And here are the results of the discussion.

Ambassador Workshop #5 - What did we do?

During the workshop, we have split the different topics into different categories: Must Have, Nice to Have, Not Necessary or possible feature to test in the Annual Special.

Below here, you see the final result

Must Haves:

- **Trade routes** I want to batch edit my trade routes (included enable/disable multiple trade routes)
- **Trade routes** I want to improve editing like for farm list. Possibility to give names to trade routes
- **Trade routes** I want to be able to delete trade routes to specific destinations (filter villages, or sort by villages)
- **Send Resources** When filling the amounts of the resources, I want to click the resource icon to fill the field with the remaining merchant capacity instead of full merchant capacity.
- **Send Resources** I want the page to not refresh when you are in the middle of entering information
- **Send Resources** I want to be able to cancel sending merchants [**FOLLOW UP NEEDED –** this can only be set with exceptions which need to be further discussed.]

Nice to haves:

- **Trade routes** I want to show merchants capacity when creating a trade route
- **Trade routes** I want to show the return times of the merchants (only the time at which the merchants will be back and available)
- **Trade routes** I want to show trade routes pointing to this village
- **Send Resources** I want to show the arrival time of merchants
- **Send Resources** I want to see the travel time of my merchants even if I don't have any merchants available
- **Send Resources** I want to show how many resources came from other village and how many resources were sent from this village
- **Sell resources** I want "Max. time of transport" limitation to be considered for both following cases: I want the resources in this amount of time, and I want my merchants back in this amount of time.
- **Buying resources** I want to add sorting by ratio
- **Buying/Selling resources** I want to show how many merchants each offer will require
- **NPC** I want to improve the NPC interface

Not Necessary:

- **Trade routes** Turn on/off all trade routes from a village with a single click (single click was deemed not necessary, batch editing is a must-have)
- **Send Resources** Show resources transports on their way back home even in the target village if they will come back for 2x, 3x

Annual Special possible features/improvements:

- Player want to increase merchant speed somehow on regional servers
- Being able to create trade routes to allies on regional servers
- Possibility to send 5x, 10x on regional servers

Ambassador Workshop #5 - What's next?

Jake and Nils will go through all the points and will start creating a first mock-up of the new look and usability of the Marketplace & Trade Routes. Once this is done, it will be presented to the Ambassadors and depending on the feedback the work will continue with either reworking the mock-up or proceeding with the creation of User Stories for the Development Team. We do not know yet when these mock-ups will be ready as it heavily depends on the priority the team is assigned, but we have good hopes to have the first drafts ready by the beginning of 2021.

The next steps of the Ambassador group will be:
- **Workshop #6** - Endgame topics from 2019 - This will happen either early December or early January

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