



# TRAVIAN LEGENDS

**AMBASSADOR  
PROGRAM**

## **WORKSHOP #6 - VACATION MODE & END GAME** **Dec, 8th 2020**

### **Travian Team**

- Brian - Product Owner
- Jake - Game Design
- Laure – Customer Service Manager
- Martina - Community Communications Manager
- Minke – Team Lead Community Managers
- Liudmila – Content Creator

### **Community Managers**

- Unknown - Hispano
- ThomasGB - Anglosphere & France
- Spud - Lusobrasileiro
- Stellamini - Nordics
- Orome - Turkey

### **Ambassadors**

- xTyrell - Germany
- Nyx - Nordics
- Demix\_IT - Italy
- Kazah - Russia
- WdwndSpecialist - Anglosphere
- Wishmaster - International COM

## General Information

We started as usual with a Trello Board with 2 categories, one for the Vacation Mode changes we are now discussing with the Ambassadors for a while in our Slack Workspace and one with all the topics in regards the End Game which we carried over from the Legends on Tour event in 2019 and new topics that the Ambassador brought up for this specific workshop.

## Vacation Mode

The first part of the workshop was dedicated to taking a final decision on the changes we want to implement for the Vacation Mode so that it does not get abused but used when necessary.

Out of the list of changes we have split the changes, into 2 categories:

- Yes, we want the change
- No, we do not want the change

We have discussed the different points and for each point, we have proceeded with an Ambassador Vote. We are looking for about 75% agreement when considering the voting.

Below here, you see the final result

### Yes, we want to apply the following changes to the vacation mode:

- A 12h cooldown is added to the "abort"-action once vacation starts. Gold button disabled, tooltip stating "You can abort the vacation earliest at \$datetime"
- A 12h cooldown is added to the "start vacation"-action once vacation ends (regularly or aborted). Button disabled, tooltip stating "You can start the vacation earliest at \$datetime"
- The amount of Vacation Days is reduced to 15.
- Entering the alliance donation page during vacation brings the player to the "abort vacation mode"-page (like all other sanctioned actions do).
- Add Condition to Vacation Mode: "You have not annexed an oasis in the last 48h" (Speedfactor should apply, examples || 5x => 12h || 3x => 24h)

### No, we do not want to apply the following changes to the vacation mode:

- Remove completely the vacation mode
- Entering vacation mode always begins a countdown (12 hours) until vacation mode becomes active. All incoming attacks still land.

## Vacation Mode - Next steps

Jake will update the [User Stories](#) created for the changes to the Vacation Mode. Then the stories will be [estimated](#) by the Development Team and added to one of the upcoming [Sprints](#) as a high priority.

I have added a few links to some keywords if you are not familiar with the agile development system so that you can understand better how our team works. I hope you like it!

## End-Game

The second part of the workshop was dedicated to refreshing the topics in regards to the End-Game phase. When we discussed this topic during the [Legends on Tour 2019](#) it was not possible to find an agreement within the group. On top of that, we have asked the ambassadors to collect wishes from their community and we have also discussed them in this workshop.

Also in this case we had a list of changes we discussed through and then we have split them into 2 categories:

- Yes, we want the change
- No, we do not want the change

Below here, you see the final result

### Yes, we want to apply the following changes to the end-game:

- Additional Construction Plans will reduce the Wonder of the Worlds construction times.
- Adding a grey zone area (10x10) around all the Wonder of the World villages.
- The Wonder of the World villages will stay as Natars when conquered, having their own wall, structures and troops.
- Reduce the number of Construction Plans.
- Reduce the number of Wonder of the World villages.

### No, we do not want to apply the following changes to the end-game:

- WotW will spawn after 30 days before the spawn of Construction Plans.
- Reduce the general construction time of the wonder from lvl 0 to lvl 100
- Remove artifacts effect on villages with Construction Plans in it.
- Additional crop bonus on Wonder of the World villages in the grey zone.

And then we had a couple of things we could not find an agreement on within the group and we will talk again in the future:

- Randomize the position of the Wonder of the World village spawn
- Randomize more the Construction Plan spawn points.

## End-Game - Next steps

What will happen now? Jake will create some suggestions to tackle the agreed topics and he will present them in the Ambassador Slack Workspace for further discussion.

## General Next Steps

In January we will review the Ambassador Program and probably do a few adaptations to the program itself. We will also prioritize again the next topics to discuss within the group.

For the moment we wish everybody a great holiday season! And see you in 2021.