



TRAVIAN LEGENDS

**AMBASSADOR
PROGRAM**

WORKSHOP #7 ALLIANCE & TROOP MANAGEMENT Feb, 23rd 2021

Travian Team

- Brian - Product Owner
- Jake - Game Design
- Laure – Customer Service Manager
- Martina - Community Communications Manager
- Froz – Game Specialist
- Liudmila – Content Creator
- Pepper - Community Communications Manager
- Aiste - Rule Enforcement Team

Community Managers

- ThomasGB - Anglosphere / France
- Fotini - Balkans

Ambassadors

- Jelena - Balkans Ambassador
- Nyx - Nordics Ambassador
- SkyShepard - France Ambassador
- Demix_IT - Italy Ambassador
- Kazah - Russia Ambassador
- WdwndSpecialist - Anglosphere Ambassador
- Wishmaster - International COM Ambassador
- Schmitz' Katze - German Ambassador

General Information

We prepared this workshop to discuss two different topics. The Alliance Punishment and the Alliance Troop Management tools.

We asked the Ambassadors to collect ideas from their communities on how to improve the handling of troops as an alliance. We also briefly discussed the idea of having alliance-wide punishments for any of their members breaking the rules.

Here are the results of the discussions.

Ambassador Workshop #7 - Alliance Punishment?

This topic did not have much discussion and it was quickly discarded. Unanimously all Ambassadors voted negatively to this possible feature citing that their communities stood really strongly against the alliance punishment and that it would be too hard to implement satisfactorily for everyone.

Nevertheless there was a suggestion made to make individual punishments harder that will be followed up with the community.

Ambassador Workshop #7 - Alliance Troop Management?

For this segment we wanted to follow our previous organization methods of separating the topics by how they were considered by our players: Must Have, Nice to Have, Not Necessary, or possible feature to test in the Annual Special.

Here is how these ideas were organized:

Must Haves:

- **Alliance Troops** Alliance troops trained by a village can be found in the Embassy for alliance members with sufficient rights.
- **Alliance Troops** Allowing to sort/filter to see which players in the alliance own X amount of troops.
- **Alliance Troops** Use the troops numbers already available in the Plus overview without players having to write manually
- **Alliance Troops** When joining an alliance, the player's troop overview should be disabled until approved by the user.

Nice to haves:

- **Gettertools** Deepen relationship with this fan made tool.
- **Gettertools** Speed artifacts to be taken into account when planning operations.
- **Alliance Troops** Have the ability to see troop evolution graph of a player in your alliance.
- **Reports** Add a place where to archive reports from your alliance.
- **Culture Points** Include a section for culture points for leadership. Be able to see players' total Culture Points, production, and expansion slots.
- **Sitters** Sitters of the account should be displayed in order to reach the account as quickly as possible in the event of an attack.
- **Dual** Protect some features of the alliance Leader with a password for duals.

Not Necessary:

- **New Tools** Add "find defense" option, implement a defense tool - tool to find which alliance def can make it to the attacked player on time.
- **New Tools** Improve alliance overview tools that are already in the game. (E.g. Def/Attack graph).
- **Alliance Troops** Players should have the opportunity to show or to hide their troops from alliance leaders.
- **Alliance Troops** Show the balance between the consumption of troops and the crop production of the account to alliance leaders.
- **Alliance Troops** Change the alliance troop strength overview that is already in the game. Separate off troops from def troops.
- **Alliance Troops** Show level of troops in the smithy to alliance leaders.
- **Reports** Allow players to send battle reports to alliance leaders. I.e. results of defenses, scoutings, OP hits.

Most suggestions were voted as Not Necessary by the Ambassadors. Considering that our developers are already working really hard with other pending priorities (Marketplace rework for example), we decided to put the whole topic to a vote.

Ambassador Workshop #7 - What's next?

Are any changes to the Alliance troops management absolutely necessary?

Considering our suggestion for a stronger relationship with external tools, all Ambassadors voted that this topic could wait until more development time is available.

After the workshop we started a conversation with our Ambassadors to gather feedback on how to improve Gettertools. We will get in touch with their administration and hopefully we will be able to support them on improving the tool.

The next steps of the Ambassador group will be:

Workshop #8 - Tribe Balancing - We will return to discuss this long-lived topic in our next workshop that will most likely take place in April.