

10 April 2003 Beta Test Feedback

[These are not items that we will for sure work on, but feedback we received that we will consider]

- Disable as many keys as possible to make it so you don't end the game by pressing the windows key or alt + kick out.
 - Plan: Do limited research
- Make it easier to distinguish between us and the enemy.
 - Plan: Make it so battles start with the camera over your own units
 - Plan: Make the colors more obvious on the HUD and all of the units and city
- Don't scroll off the earth in battle mode
 - Plan: Implement
- Make unit movement in overhead easier to deal with
 - Plan: Draw lines showing where a unit is going
- Also make it possible to use the keyboard to scroll the screen in battle mode and make the scrolling faster
 - Plan: Implement and make the scrolling faster only with the keyboard
- Make the sounds of battles that you are not in quieter. Maybe the further from your overhead view the quieter they are.
 - Plan: This is a good idea, but we just don't have the time and resources to implement it
- If more than five groups in battle mode should have two rows of units
 - Plan: After talking about this for awhile we decided not to implement it, we do not want to encourage head on battles only, a lot can be down by flanking the enemy.
- If a Jet is in air guard mode, don't have to stop a unit before you are able to tell Jet's to bomb a unit
 - Plan: This needs to stay for game balance, so we will document this on our quick reference guide
- Make a Battle Mode mini map
 - Plan: Implement
- Fly planes from city to city
 - Plan: Implement
- Make it so the game ends faster
 - Plan: Make the map smaller
 - Plan: Reduce the ability to produce by increasing economic level goes up log rather than polynomial
- Select multiple units in a battle
 - Plan: Make a key for next unit that allows you to cycle through the units
 - Plan: Do some research
- If in a battle only hear sounds for that battle
 - Plan: Implement
- Make it so in overhead mode you can do Ctrl + number to tag and number
 - Plan: Implement

- John Regher had a hard time figuring out if his city was maxed out on its economic level
 - Plan: Economic button should say how much is needed to upgrade economic level of city
- Make it so it says the tag number when you set a tag in overhead and battle mode
 - Plan: Don't Implement
- Victory conditions
 - Plan: Implement
- Bug: The screen vibrates on everyone when someone is in a battle fighting
 - Plan: Fix
- Auto Taunts
 - Plan: Implement
- Blink a city if you are moving onto a city or if your goal is to move onto a city
 - Plan: Send an auto taunt when you take over a city
- John Regher wanted the ability to control the volume in the game
 - Plan: Implement
- Limit the number of airplanes that can be built on a city
 - Plan: Increase the cost of the Jets (\$800)
 - Plan: Increase the radius of the Jets when there gets to be a lot of them
- Don't want the view to change to 2nd battle if in battle mode on the first battle
 - Plan: Implement and have some kind of audio and text message queue that a battle has started in the background
- When moving units in overhead mode mark the target
 - Plan: Units that are selected we draw a line to their destination
- BUG: Units go outside of the map in overhead mode.
 - Cannot reproduce
- The ability to send reinforcements into a battle
 - Plan: Will look into it
- Make a box on overhead mode that indicates that a battle is happening. John Regehr suggested making small fire works or just a mini map version of the battle.
 - Plan: Use the red circle and when a battle starts say who is involved and how many units are on each side and show explosions
- R_CTRL doesn't work to change battles
 - Plan: Implement
- Explanation of units when you do a mouse over to build them
 - Plan: Implement
- Make it so you can't have Jets over a lost city
 - Plan: Destroy all jets on a city when it changes ownership
- If battle is close to the boarder you can't see anything

The Following is ideas that we were given that we have decided not to implement:

- Want the ability to put units in a formation in battle mode so you have rocket launchers always behind the light tanks
- Plans can't attack units on the edges of the battalion

- Ability to have an ally that you will not attack
- As the number of units in the game increases make it so it will automatically combine units, this is done in another game that I don't remember the name
- Make it so when battles start units are in the position they were in from the overhead map
- Show the city in battle mode if it is around the battle
- Simple fog of war, don't show all units and cities.
- Give jets ability to initiate battle
- Diplomacy interface
- Want to place more people in battle mode
- Default view to be out more in battle mode

Our Ideas

- Make it so you can press Q and stop the tutorial at any time
 - Plan: Implement
- Make it so there is a maintenance cost to owning units that goes up exponentially
 - Plan: Implement
 - 0-15 units : 100%
 - 15-25 units: 50% income
 - 25-35 units: 10% income
- Cap the amount of money that you can have in the bank
 - Plan: Implement
 - \$10,000 max
- List of players and strength
 - Plan: Implement