

WWU - Faction

- ☐ New design for Alliance, Horde, Dragon Aspect faction GFX GUI.
- ☐ New design for decision button in each faction.
- ☐ Common missions for faction.
- ☐ Increase the opportunities to gain Renown, potentially varying based on faction.
- ☐ In the diplomacy tab, allow to view the target country's faction as if it were an alliance.

WWU - Expand ages and scenario

Warlords of Draenor :

Era :

The Rise of the Iron Horde

Historical Start :

The Siege of Orgrimmar - years 633

The Iron Tide - years 634

Info :

Under Garrosh Hellscream's tyrannical rule, the Horde is in turmoil. Garrosh's increasingly authoritarian and corrupt leadership leads to severe internal strife. Heroes of Azeroth unite to lay siege to Orgrimmar and overthrow Garrosh. The siege culminates in Garrosh's defeat and capture, leading to his trial. This event marks significant changes in Horde and Alliance leadership and alliances.

Garrosh Hellscream escapes to an alternate version of Draenor before its destruction, where he forms the Iron Horde from the orcs of this reality. Heroes of Azeroth travel to this alternate dimension to confront the Iron Horde. Major conflicts include battling the Iron Horde forces and forging alliances with Draenei and other factions of Draenor to halt their invasion of Azeroth.

Events :

Gul'dan's Return - Gul'dan from Draenor allies with Garrosh to form the Iron Horde.

The Iron Horde's Invasion - The Iron Horde invades Azeroth, threatening the stability of the world.

Siege of Orgrimmar - The defeat of Garrosh Hellscream and the end of his reign over Orgrimmar.

The Battle of Shattrath - Major confrontation between the Iron Horde and Azerothian factions at Shattrath.

Kilrogg Deadeye's Death - The death of Kilrogg Deadeye, a key leader of the Iron Horde.

Legion :

Era :

The Fall of the Legion

Historical Start :

The Legion's Return - years 636

Info :

The Burning Legion, a demonic army led by Sargeras, returns for a final invasion of Azeroth. The demons aim to destroy any hope of resistance. Heroes of Azeroth fight against the Burning Legion through numerous battles, including reclaiming the Pillars of Creation to close the demonic portal. They face Sargeras and other demon leaders, with unexpected alliances, such as with Illidan Stormrage.

Events :

The Broken Shore - The invasion of the Burning Legion begins with the battle on the Broken Shore.

The Fall of Varian Wrynn - The death of King Varian Wrynn during the assault on the Broken Shore.

The Arrival of the Demon Hunter - Introduction of Demon Hunters, led by Illidan Stormrage.

The Assault on the Tomb of Sargeras - The attack on the Tomb of Sargeras to prevent the return of the Legion.

The Defeat of Kil'jaeden - Victory against Kil'jaeden and the imprisonment of Sargeras.

Battle for Azeroth :

Era :

The Sundering of Azeroth

Historical Start :

The Fourth War - years 639

Info :

The war between the Horde and the Alliance escalates after the events of *Legion*. Sylvanas Windrunner, the leader of the Horde, initiates a series of attacks to weaken the Alliance. The destruction of Teldrassil

by the Horde and the battle for Lordaeron are major turning points in the conflict. The war introduces new antagonists, such as Azshara and N'Zoth, who play crucial roles in the resolution of the conflict.

Events :

Destruction of Teldrassil - The destruction of the World Tree Teldrassil by Sylvanas Windrunner.

The Siege of Lordaeron - The Alliance's siege and capture of Lordaeron.

The War of the Thorns - Major conflict between the Alliance and the Horde around the border of Ashenvale Forest.

The Rise of Azshara - The rise of the naga queen Azshara and her bid for domination.

The Awakening of N'Zoth - The release of N'Zoth, an Old God, and the battle to prevent him from destroying Azeroth.

Shadowlands :

Era :

The Shattered Veil

Historical Start :

The Shadowlands Conquest - years 641

Info :

Sylvanas shatters the Helm of Domination, opening a passage between Azeroth and the Shadowlands, the realm of the afterlife. This disrupts the balance between life and death. Heroes of Azeroth explore the Shadowlands to restore cosmic balance. They confront the Jailer, who seeks to use the Shadowlands' power to reshape the universe according to his own desires. The heroes' actions help stabilize the various zones of the Shadowlands and thwart the Jailer's plans.

Events :

The Breaking of the Helm of Domination - The destruction of the Helm of Domination by Sylvanas Windrunner.

Opening of the Shadowlands - The opening of the gates to the Shadowlands, leading to the discovery of the afterlife realms.

The Maw's Escape - Efforts to contain and restore balance after the Maw becomes uncontrollable.

The Confrontation with the Jailer - The battle against the Jailer, a powerful entity seeking to reshape the universe.

The Restoration of the Covenants - Efforts to restore the Covenants of the Shadowlands and reestablish order.

Dragonflight :

Era :

The Awakening of the Dragonflights

Historical Start :

The Dragonflight Unification - years 642

The Emerald Dream Awakening - years 642-643

Info :

The Dragon Isles, the ancient home of the dragon aspects, are rediscovered after a long period of dormancy. The dragon aspects seek to restore their power and influence. Heroes explore the Dragon Isles, meet the Dracthyr, a new playable race, and face new threats while uniting the dragon aspects to protect Azeroth and their lands.

The Awakening of the Emerald Dream: The resurgence of the Emerald Dream and the rise of the Flame Druids, marked by conflicts related to the corruption of Amirdrassil and the struggle against growing threats within this dreamlike realm.

Events :

The Return of the Dragon Aspects - The return of the Dragon Aspects, former protectors of Azeroth.

Discovery of the Dragon Isles - The rediscovery of the Dragon Isles, the ancestral home of the dragons.

The Dracthyr Awakening - The awakening of the Dracthyr, a new playable draconic race.

The Siege of the Primalists - Battles against the Primalists, a faction seeking to revive ancient elemental powers.

The Rebirth of the Dragonflights - The renewal of the Dragonflights and their efforts to protect Azeroth from new threats.

The War Within :

Era :

Historical Start :

Info :

Events :

WWU - Other ideas :

For the future :

- **(@AZV) Azure Vault :** Governmental mechanic for searching archives across Azeroth, providing various bonuses
- **Uncolonize every lands in Teldrassil**

Minor ideas :

- **Adding some vanilla musics**
- **As soon as we get a new mission or swap ideas: play the level-up sound**

Note: Everything here is just an idea and needs to be reviewed by the team.