**Garrison Recruitment Design**

**Summary:**

**Option 3 would:**  
\* Allow you to specify exactly how many troops and of which kind you would like built.  
\* Allow you to specify a single budget for troop hiring, but have an option to focus the budget on the top requested troop (first input) or split payments equally among the different troop types.  Alternatively three budgets (different recruit types) could be used and still have the focus / split option for each, but that would likely be confusing for people.  
\* Would automatically stop hiring once the queue is completed and can be set to notify you when this occurs along with the current status of the garrison.  (Message arrives from your Captain of the Guard informing you that X troops of Y type have been trained bringing the total garrison in Z city to X men.)  
\* Combines all requests for the same type of troop.  
  
**Given**:  
1.) You have selected 8 of Peasant Troop A (50 denars / each)  
2.) You have selected 4 of Peasant Troop B (100 denars / each)  
3.) You have selected 3 of Veteran Troop A (800 denars / each)  
4.) You have selected 20 of Peasant Troop A (50 denars / each) (total for Peasant A now becomes 28 requested)  
Your budget is set to 2000 denars / week.  
  
**Single Budget / Focused** (Functions just like the Queue system)  
**Week 1**: (Budget starts at 2000)  
8 of Peasant Troop A should be hired at a cost of 400 denars & 8 peasants.  (Budget reduced to 1600).  
4 of Peasant Troop B should be hired at a cost of 400 denars & 4 peasants.  (Budget reduced to 1200).  
1 of Veteran Troop A should be hired at a cost of 800 denars & 1 veteran.  (Budget reduced to 400 and saved for next week).  
  
**Single Budget / Split**  
**Week 1**: (Budget starts at 2000) (3 total troops so each gets up to 667 directed at it)  
13 of Peasant Troop A should be hired at a cost of 650 denars & 13 peasants.  (Budget reduced to 1350).  
4 of Peasant Troop B should be hired at a cost of 400 denars & 4 peasants.  (Budget reduced to 950).  
1 of Veteran Troop A should be hired at a cost of 800 denars & 1 veteran.  (Budget reduced to 150 and saved for next week).  
  
What should be noted here is that any excess budget not spent in a single budget system is thrown at trying to pay for higher cost troops.  Instead of buying more of the cheaper Peasant Troop A (50 gold/each), the excess saved was spent on making sure one of Veteran Troop A was purchased.  The final excess is saved for the following week.

**Base Defaults:**

* **Single Budget Allocation** – All resource types will be funded from a single budget per city.
* **Split Queue Progression** – Splitting up funds between all currently desired troops will be the default method of progression within a city. Any excess will be applied towards the next more expensive troop type.

**Design Elements:**

* **User Interfaces**
  + Primary interface for choosing which troops to add to the queue.
    - Needs to display current queue for that city.
    - Needs to display troop information for selected troop.
* **Scripts**
  + Add Troop to City Queue
  + Remove Troop from City Queue.
  + Clear Queue – Empty all slots and replace with -1.
  + Tidy Queue – Move entries up in slots by removing blank (-1) slots.
  + Return Queued Troops – Return number of troop types requested at location.
  + Hire from Queue – Weekly advancement of hiring queue.
* **Slots**
  + Party Slot #450 – slot\_center\_recruiting (on – 1 / off – 0)
  + Party Slot #477 – Queue Progression – Split (0), Focused (1)
  + Party Slot #478 – Queue Budget Allocation
  + Party Slot #479 – Queue Budget Excess
  + Party Slot #480-489 – Queue Slots for Troop ID (10)
  + Party Slot #490-499 – Queue Slots for Quantity Requested (10)