A Guide on Designing A Good Focus Tree

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Basics:

- Design the tree for a specific period. Remember, the trees change around every 10 years, so don't include 90s stuff on 50s tree.
- Don't include too unhistorical things, such as USA going islamist or China going Judaist. As a rule of thumb, it should have plausibility to it.
- Industrial bonuses should be around the same as the generic tree, but some exceptions can be made.
- Remember that designing a focus tree also means a need for new flags and country names in some cases, so please think about them.
- Avoid having a straight line going down
- For minors we have a pre-made industrial/military path, so you only need to make a political and a foreign policy one
- For majors, everything must be custom designed.

Choices:

- Ideally the tree should offer the player different options from the historical route. For example, if a country went communist in real life, you could make a path where the country doesn't go communist.
- However, keep in mind realism. If a country doesn't have any fascist movements, then you shouldn't include a fascist path in the focus tree. Try to find some references to the alt history path, like revolutions, plans or anything that proves that this could have happened.
- The choices should be meaningful. Don't offer a choice that doesn't benefit the player in anyway. For example, you can have naval doctrine reduced research times or land doctrines reduced or domestic development vs. licensing
- Cater for different playstyles: make sure you aren't forcing the player to be peaceful or aggressive; rather let the player choose themselves what they want to do.

Balance:
- You should ALWAYS play test with the tree to see if it's balanced. If you only design but don't code, playtest after the tree is coded and edit it accordingly.
- What country is the tree for? A poor Latin American country shouldn't be able to get nuclear research bonuses and buy 20 air craft carriers.

Length:
- The trees always span a certain decade. This means that every decade has its own tree. As such, if you make a 60s tree, it cannot include stuff from the 90s.
- Time to take the focus: play around with this. Don't make a focus that gives you 1x research bonus take 70 days. Instead, consider half or even 1/4th of vanilla time. Same with bigger, things: a focus to declare war could take 150 days to simulate internal and external politics related to this.
- For non-major countries try to keep the focuses between 80-170
- For majors, preferably max 300
- The decades:
- 45-april 49
- 49- 59

- 60-72
- 73-80
- 80-91
- 91-2000

Flavour:

- Make sure your tree is unique. Don't make it too generic, as this makes the country boring to play (Certain countries can be more generic, depending on their size and role in the decade.)
- Make certain focuses trigger events. This way other countries can see major events happening in other countries, like revolutions. Some events should only be shown to the country doing the focus. These can range from terrorist attacks to job projects. These are small but really enhance the gameplay.
- If planning multiple trees for multiple decades, you might want to think about alt-history routes ie. if a country went communist in the 60s, maybe include a hidden tree for 70s that continues the 60s communist path.