## Interview 1

General Information

I: What annoys you about the games of the settlers of katan?

P: The fact that I can't move around the board. Like I want to be more immersed in the world and it often gets boring after ten rounds.

I: For the game and GUI, what colour schemes would you prefer to have.

P: More greens and yellows because that's less strain on eyes. The board itself should have a mix of colours depending on the resources, like lumber should be brown and metal should be silver.

I: How many players should it go up to?

P: It should be anywhere up to four players like the original game so it doesn’t become too cluttered.

General Game Rules

I: At the start of the game, where should each player’s capital city spawn?

P: Their capital city should spawn on a random location on the edge of the board to make it more fair and challenging.

I: What benefits are there from computer based games over board games?

P: There are pieces that you can lose and computer games are easier to save and come back to and play against people in a different location.

I: Would you think it would be better if you moved your entire empire or you had a piece which moves around and collects the resources?

P: I feel like it would be better to have a single piece that moves around, so that way you'd have to be able to prioritise your moves.

I: Should the gathering of materials still be based of a dice roll or since there is now a moving piece, should there be a different system?

P: There should be a new system where after rolling the dice, the resources spawn on the grid and the moving piece needs to go and collect them.

I: How long do you think each game should last and do you think there should be a time limit?

P: There shouldn’t be a time limit however I would like the games to last between ten to thirty minutes as it keeps the game

I: What new features would you specifically like the new game Travelers of Catan to do?

***Introducing the idea of the new moving piece***

P: The base game should be the same, with the same objectives. But there should definitely be more features in the game to make it more competitive and difficult, such as the ability to move around the map.

I: You mentioned moving around the map, how exactly should it work?

P: The moving piece should stop on a vertex on the hex grid so that it is next to three roads.

I: What resources should it collect from this position? All three?

P: I think so because it would also make the game go faster and the players need to strategize where the need to place their moving piece.

I: Should there be any challenges to movement?

***Introducing the new idea of walls***

P: It would be cool if you could buy walls or barriers along with villages, cities and roads. And when you place a wall the enemies can’t move past there. You shouldn’t be able to travel on the enemies territory.

I: So then should you be able to travel past the enemies villages, cities and roads.

P: Definitely not traveling on the enemies roads or through their villages and cities.

I: In that case what should walls offer instead of making a village.

P: Walls shouldn’t need to be connected to your main empire so you can place a wall around a specific recourse and get a monopoly because this would open a whole new gameplay mechanic because you can expand your empire’s territory without needing to buy loads of roads and villages.

I: How should they be implemented?

P: Make walls appear perpendicular to roads blocking all enemy travel between the two adjacent nodes.

I: When should you be able to buy a new road, city, village or wall.

P: So you should be able to make new roads, villages and cities when your piece is anywhere as long as its connected directly to your capital. The walls should only be made at the place where your piece currently is.

I: Should your own moving pieces be able to travel through your walls?

P: Yes but it should take two moves instead of one to discourage players making loads of walls.

I: Should there still be a robber piece like in Settlers of Catan?

P: There should be a Highwayman piece that you can move when you roll a 7.

I: What should it do?

P: It should sit at the junction between roads, though not on a wall, village or city and when an enemy comes past, it should take all of their resources and give it to the person who moved the Highwayman there.

I: As discussed there is currently the road, village, city and wall to buy. Should there be anything else?

P: Maybe as the game progresses you can buy another resource collector so you have two moving pieces to control

I: What should the cost be for that?

P: Maybe instead of buying it with resources to stop people from just gathering lots of material instead of progressing the game, you should unlock a second one after creating two cities so it’s more balanced between collecting and upgrading.

I: Could it instead be after getting a certain amount of victory points which then translates to getting a certain number of cities of villages.

P: Definitely that sounds better so instead of just getting two cities it could also be one city and two villages give you a new collector.

User Account System

I: Would you like to play with someone at the same computer as you or would it be nice to play remotely?

P: I mean, having options for both would be good, but if I'd have to pick one, then it would probably be same computer.

***This prompts the idea of multiplayer***.

I: What are your thoughts on having a leaderboard or a way to keep track of your progress as you play the game.

P: There should definitely be a leaderboard so I can see my skill improving and it will make the game competitive with friends.

I: Would you always want to finish a game of Travelers of Catan. What are your thoughts on saving a game’s progress?

P: Yes, I want to be able to leave it for a bit and then be able to come back.

***There should be a database to store the user’s progress and their score for the boardrbaord.***

bots, difficulty and additional features

I: Should the board generation have its own difficulty

P: I think it should generate a new board each game and there should be a separate difficulty for the board generation

I: You mentioned the board being a hex grid what should this look like?

P: The board is a grid of 25 hexagons like in the normal game with the recourse generators randomly distribute across the map.

I: What makes a board harder to play than another.

P: The resources should be more spread out so its harder to collect everything from just staying in one area of the board. There can also be fewer generators of one resource on the board so its more competitive to get. It would also make the game feel more natural and more competitive.

I: You mentioned the game should be up to four players. Should there be a one player mode or a general way to add bot opponents.

***This introduces the idea of the single player mode against the computer.***

P: Definitely, it would be fun to play with two players and two bots as well as the players can make an alliance to try and beat the bots. The bots should also have varying difficulty though.

I: What different factors should control the computer bot’s difficulty.

P: The harder bots should be able to strategize better which means planning moves ahead and knowing what resources it needs to collect next. It also should move the piece around the board in a more efficient way.

I: Should there be any way to team up in Travelers of Catan?

P: An alliance system would be pretty cool. You could then travel on the other person’s roads, villages and cities.

I: What are your thoughts on trading resources like in the original game?

P: It should definitely still be a feature.

I: What about deciding if a bot should accept or start a trade?

P: The bots shouldn’t be able to start trades as that could get annoying but if you trade with a bot it should calculate if it’s a good or equal deal and accept it.

I: What are your thoughts and talking back your moves?

P: I think that it’s probably not a good feature as it means you don’t need to think about your moves and games could get boring with people taking back their moves.

I: What factors should affect the spawn rates of a resource?

P: There should be a random chances of a recourse spawning at a location and this chances should be smaller if there is a city or village on its border.

I: Why does it need to be a smaller chance?

P: To discourage a player keeping their piece on their city and not moving.

I: Should there be any special features that occur during the gameplay?

P: Events that happen every five rounds would be cool like some resources spawning double or there being two Highwaymen.

I: How many events should there be per game?

P: They should keep happening until the game ends every five to ten rounds. Some ideas are changing the board like swapping resource regions.