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| **Problem** | **Description** | **Notes** | **Possible solution(s)** |
| Too much information | The players need to memorize a lot of information. Resources, buildings, units and all rules. | Make the game easier. Remove clutter that is not important. Distill the most important information to it's core element(s). | Stuff that can be removed: manual growth of population, manual setting of alliances. |
| Difficult to gain resources | After building a structure, the player is quickly depleted of resources, causing him to be unable to do anything useful until he gains new resources (usually involving having to wait). | Spending resources should be a strategical decision and must be more balanced. | Make players choose between gaining resources (taxes) and building units. |
| Exponential population growth | It is too easy to horde population for taxes. |  | Farms generate food but a bigger population also consumes more food. |
| The game is too slow | It takes too long before anything interesting happens. | This seeps through every asset (see next problem) | When building a structure, a unit is automatically trained immediately and respawns when it dies. |
| Players are not motivated to work together | There is no incentive to work together. | it should be rewarding to work with other players. |  |
| Players are not engaged |  |  | See last two problems |
| No incentive to upgrade | There should be a clear goal why players want to appoint a mayor. |  |  |
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grondstoffen moeilijk te verkrijgen.

Eventuele oplossing extra gold: Mines om aan meer grondstoffen te komen.

Meer tijd voor playtests

Idee: op een weg kun je 2 tiles lopen ipv helemaal tot aan splitsing.

Evt. Idee: Haven op een river, dan is haven hetzelfde als weg.

Evt. Idee: Wanneer je een gebouw maakt, krijg je er direct een unit bij.

Evt. Idee: Units respawnen

Evt. Idee: Soldiers laten mergen.

Extra village = meer gold is overkill

population horden vanwege gold increase zorgt voor stale mate -> farms leveren meer food op maar de population eet ook food.

beginnen met preset waardoor de game minder stil komt te liggen.

Key incentives: Gain much by moving units; gain much by working together with other playeres.

Why do I want to work together with other players? What does that gain me? Especially in the short run. I want another player to come to my structure because...

In Diplomacy: support. There is no way to victory alone. You need to