

Suggestions for 1.06

Posted by Seppuccu - 01 Feb 2011 18:24

Seems I'll have to be the one breaking the ice in the W4 sub-forum. ^^

I was thinking we could get back to some of the 1.06 discussions. Before the old site went down I had luckily collected almost all of the suggestions for 1.06 and put them together in a spreadsheet. I've attached the spreadsheet to this post. Read and ponder.

Edit: wtf, can't upload file...

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Re: Suggestions for 1.06

Posted by KGB - 06 Jan 2017 01:53

Vissavald,

Since I have the source code it is possible.

What exactly are you looking for (I'll assume you've gotten the latest unofficial patches here from the downloads section)?

KGB

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Re: Suggestions for 1.06

Posted by Vissavald - 06 Jan 2017 08:28

Hi, KGB!

Well, upper here in this thread there is a good "Suggestions" file, I'm probably agree with all suggestions it has. It even has your own suggestions.

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Re: Suggestions for 1.06

Posted by whereagles - 06 Jan 2017 09:53

wow.. KGB still maintaining this forum ☺

any news on Wooger? or Steve, for that matter?

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Re: Suggestions for 1.06

Posted by KGB - 06 Jan 2017 23:15

Vissavald,

I had forgotten about that file.

There are something like 75 items in there (minus ones marked completed or not going to be done). Some of which might be fairly easy to do (time wise) while others are not.

Rather than randomly attempting to implement some of them it might be better if you gave me a small list of items you really wanted since you and a couple other players might be the only ones playing the game (I haven't played War4 in over a year). Then I can tell you which items on the list are easy to do and I can see if I can find time to implement some of them.

KGB

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Re: Suggestions for 1.06

Posted by KGB - 06 Jan 2017 23:19

Whereagles,

LONG time no see. Happy to know your email address is still valid so that you get informed when the thread is updated.

Yeah, I am still maintaining the Forum after all these years. Warlords is eternal 😊
(I'm playing Warbarons the clone game listed on the left in addition to RPG games)

I haven't talked to VVooger in more than a year but I still have his contact info. He's very busy with real life now (wife, kids, 2 jobs) and isn't doing much gaming these days as far as I know (he was into MAME the Arcade Simulator).

As for Steve, he's doing well. He's a busy making a ton of cash with his Mobile game. I'm hoping he eventually gets rich enough and/or bored enough to finally return to doing PC games so we can get a Warlords 5 before we are all too old to care.

What have you been up to lately?

KGB

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Re: Suggestions for 1.06

Posted by Vissavald - 07 Jan 2017 07:01

KGB wrote:

Rather than randomly attempting to implement some of them it might be better if you gave me a small list of items you really wanted. Then I can tell you which items on the list are easy to do and I can see if I can find time to implement some of them.

That's OK, thanks for advance. I'll try to find time for it ASAP.

KGB wrote:

since you and a couple other players might be the only ones playing the game

It's a real pity, 'cause I think W4 doesn't deserve such a cold acceptance from Warlords players. As for me, I fell in love with it with the first glance when it was released here in Russia in 2003, while it took some time for me to really begin to love W2 and W3 (yes, it might be because I played W4 before two others, and I have NO knowledge of W1).

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Re: Suggestions for 1.06

Posted by Vissavald - 07 Jan 2017 08:06

Well, after a quick inspection, I'd choose these suggestions below (copied from 'Suggestions' XLS file with some of my comments italicized):

1. Selecting vectored unit does not disrupt vectoring
2. Neutrals produce units after being attacked (*once having failed with neutral city capturing next time you'll face the much stronger army*)
3. If a city is captured by your enemy, then all units that had a waypoint chain ending in that city should go to the "new" last city in the chain (the one before the captured city) instead of completely forgetting where to go.
4. A flag/button inside a city to auto move units into the garrison after production
5. Flanking bonuses, e.g. morale bonus when attacking a stack or city with a full stack of 8, units while having another 8 unit stack just next to the the enemy stack or city. (*the precise mechanics and numbers are disputable. I'd call it 'siege bonus' or something*)
6. Add a feature where an army out in the field would cause a passing army to end it's movement if it tries to pass in the adjacent squares. (*'Zones of control' of sort. It might add fresh nuances to Warlords 'frontline-style' warfare gameplay*)
7. Wandering/spawning monsters (like barbarians in civ) as an option (*maybe a new type of ruin/cave or something producing monsters, or adding spawning to an old type(s)*)
8. The further away on the race wheel (maybe starting at say 3 slots away), increases the chance of a revolt in the city. That is, the castle reverts to neutral. All units in the castle are disbanded and a random neutral defending force spawns. The more troops you have garrisoned, the smaller this rebellion chance is (a full 8 units garrison would automatically quell any such rebellion. Anything less would increase the chances of a revolt).
9. Upgrading Scavenging ability (*your own suggestion*)
10. New ability: Dodge. It decrease the hit chance from opponent. It does not affect the specials and magic attacks like antimagic, armor, negate, etc.

11. Cancel the research of a spell. You cancel, and then you pick a new spell to research at the beginning of next turn. Thus you will ALWAYS lose at least one turn by cancelling, even if you cancel the same turn you selected.

12. Option to permanently raze a city of your own race

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Re: Suggestions for 1.06

Posted by Samone - 23 Jan 2017 20:31

It's nice to see that there are still some other players still left. I play this game every week couple times - but not many turns at once. I have also limited time, but I am loved Warlords series from the beginning.

I installed War4 to my third kid's (of four) PC and 8 years old girl liked this also.

I hope that War5 will be launched at some day.

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Re: Suggestions for 1.06

Posted by whereagles - 24 Jan 2017 11:06

Hi KGB,

Yeah, my email is still good (and will continue so, I hope.. lol) but for some reason I haven't been getting notifications. Only the last post notification was sent to me.

Glad to know W o o g e r and Steve are doing fine. I confess I was a bit worried since the Infinite Interactive page isn't getting updated. Is Steve still working there, or did the company change name?

And yeah hope we can get Warlords 5 at some stage. Since I got into algorithms programming as of lately, I might even give a (free) hand at coding a smart AI 🤖

Regards,

where

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Re: Suggestions for 1.06
Posted by Seppuccu - 24 Jan 2017 11:12

Hello. ☺

Fun to see there's still a will to improve W4.

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