

Changelog

Eborac (2025-09-14)

AI

At the beginning of each month, i.e. after the end of month production cycle, the AI makes a check if it requires any equipment type (amount ≤ 0) and if there is a surplus of any equipment type (amount $>$ GES capacity) and stores these numbers. It can only store one of each type and prioritises support equipment when checking for needed equipment and ranged weapons for surplus equipment.

The cycle after the main AI has checked for needed and surplus equipment a check is done for each controlled settlement if it produces the surplus equipment and has resources to produce some of the needed equipment. If the check passes it moves one workshop from producing the surplus equipment to instead produce the needed equipment.

Updated the code for how the AI sets its number of wanted troops in armies to make it increase the size of its armies faster than before. Also found an error where a missing multiplier made the AI increase the number of wanted troops slower than it should (added 50 instead of 100).

When the AI is in play style expansion and consolidate, it will now seek to have at least 3 armies working to improve terrain and build outposts. Before it was 2. When in play style war it will seek to keep 2 armies for improving terrain (same as before). If the number of cities is less than these numbers, the number will be decreased to the number of settlements. This will make the AI factions improve their economy faster.

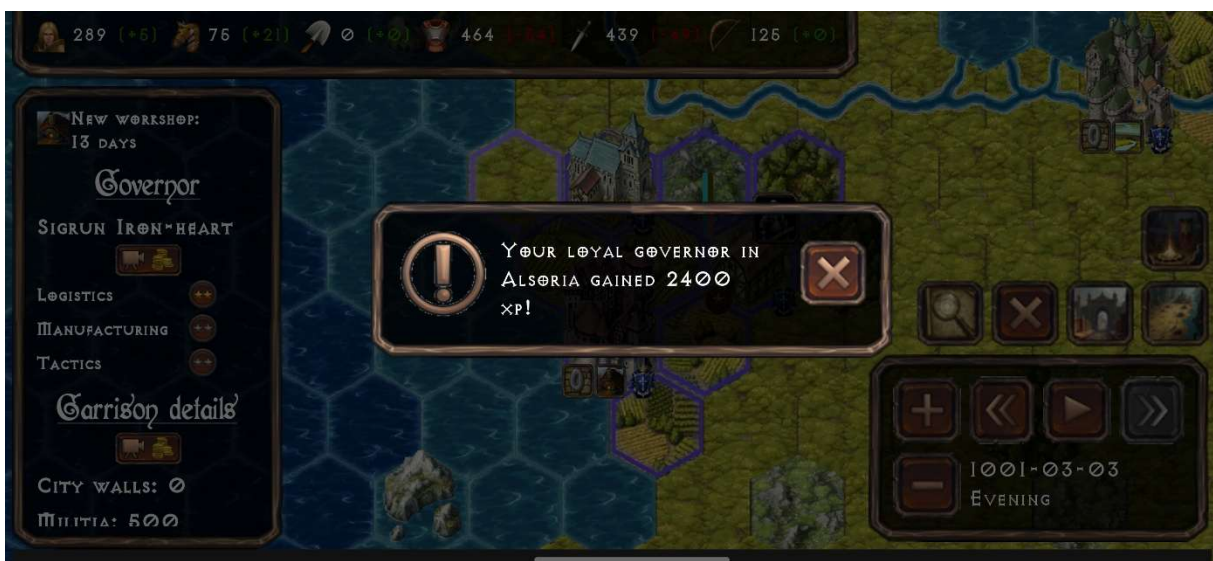
New features

Added a button to quickly jump to idle armies as a QoL-improvement.





For players with basic access to the Warrior version there is now the possibility to view reward ads and gain 2400 xp to the General or Governor of their armies and cities.



Balance updates

Made small increases on all the bonuses for watching rewarded ads.

Fixes

Fixed concurrent modification error in updateSightedByPlayer.

Fixed crash in method isBorderingTerrainId.

Fixed crash when initializing the AppWorldMemory before the world object has been created.

Fixed crash in method setStatus when MapEvent object don't exist.

Once again fixed crash when user is starting the GameActivity after less than 1 s from launching the game. Crazy dudes!

Fixed issue with map that freezes when it can't find the graphics for a location terrain.

Added checks in the main activity when pressing continue, load game and new game that the data and graphics objects have been initialized. If not, a toast will appear asking the player to wait until the game is ready.

Fixed crash when player updates the wanted garrison in a city and for some reason the active asset has been set to null. Fixed all bugs with the same theme in the onClick method in GameActivity.

Fixed crash in method getNonPlayerAsset when world object is null.

Fixed crash when issuing movement order and the army object is null.

Editor

None

Other

None