

Changelog

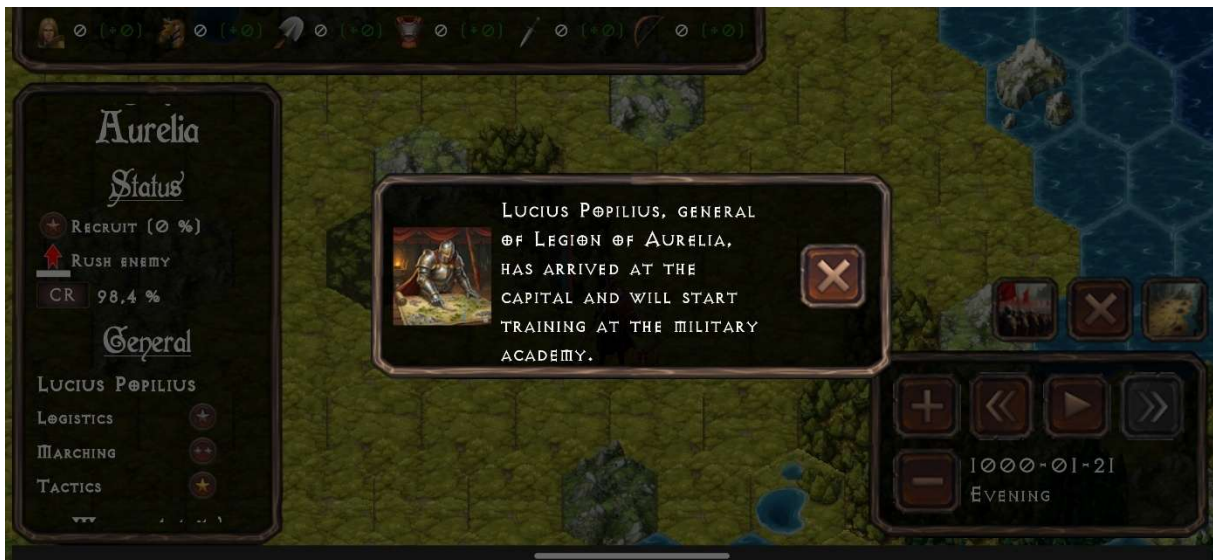
Lusca (2025-09-04)

AI

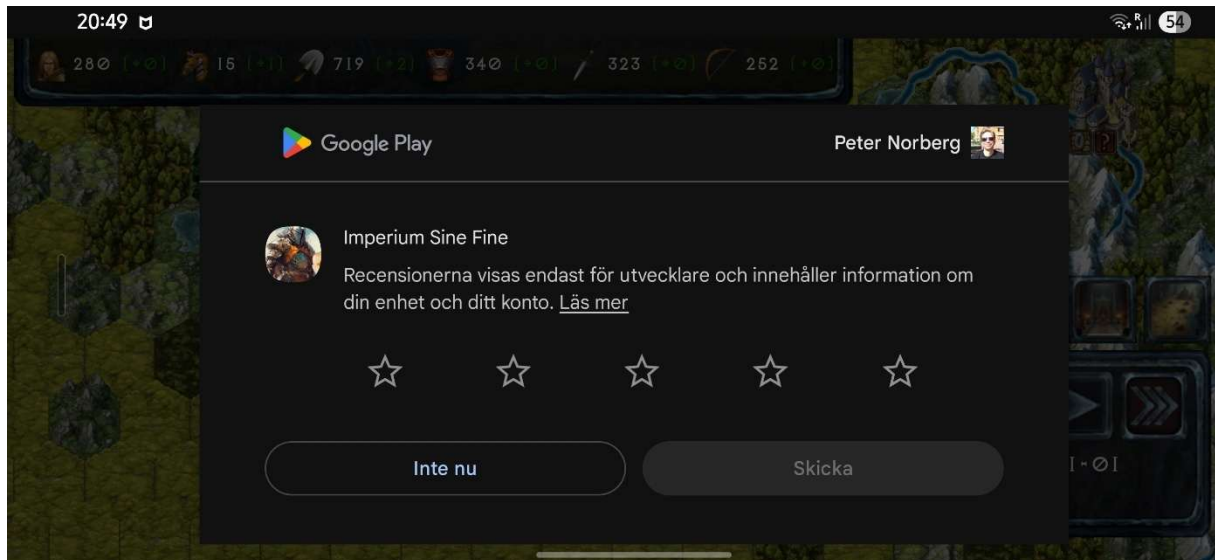
None

New features

Added the army project train general, allowing the player to send generals to the capital for some extra training at the military academy.



Implemented the Google in-app review system. The review dialog will be requested each time the player reaches the game date 1003-01-01, cycle 1 but only when playing without observe mode. The game is paused when the review dialog is shown.



Implemented some effects of leader trait Genius, Dumb, Disloyal, Corrupt and Poor health.

Added a new button to the game controls – centre map. It's shown when the map status is settlement and army, allowing the player to refocus the map to the active asset.



Updated all buttons in the Emperor UI.



Implemented a ProgressActivity, like my other games, for handling creation of new games and loading new games. Hopefully this will help mitigate some of the issues with nullpointers that players have.



Balance updates

None

Fixes

Fixed crash when starting GameActivity and empire in AppWorldMemory is not fully initiated. Now the factionId is sent with the intent when creating the GameActivity as an extra back-up if the empire object is null.

Fixed crash in method getTreatyDescriptionLong when empire in AppWorldMemory is null. Now returns a string informing the player that something went wrong when trying to fetch the diplomatic status.

Valid for Imperium: Aeternum – Lusca update

Fixed crash when creating a new game and checking if options for haptic effects are set to true and the settings object haven't been fully initialised. Now it always returns false until the settings object has been initialised.

Fixed crash in method `getTreatyDescriptionShort` when empire in `AppWorldMemory` is null. Now returns a string informing the player that something went wrong when trying to fetch the diplomatic status.

Fixed crash in `updateMapEventMove` when the `MapEvent` object is null.

Fixed crash in when changing expansion focus for a city and for some reason the active asset is an army. Now checks that the active asset is a settlement before casting the asset to a settlement.

Added a check when clicking the Play button in the create game screen and when clicking on a saved game in the load game dialog to check that the data files and graphics files have been initialised. If not, a toast will be shown that the game isn't ready yet.

Translated all new leader strings to Portuguese (BR), Russian (RU) and Spanish (ES).

Fixed missing replace governor icon beneath the city when a city is executing the replace governor project.

Other

Changed the leader dialog. Now shows xp as a number instead of a time in years/months/days. Also removed the new line in the string to save some space. Updated the string for all translations.

Added project train general to `data_projects.csv`.

Updated `GameData.dat` file for both Warrior and Emperor versions.

Updated the colour of the default Warrior button to correspond better with all other icon buttons. Also made some adjustments on the buttons for the create game activity to work better with small screens.



