

## Prosperous Universe Populous Release - Transcription

Not yet, still waiting.

There we go. Here we are. Are you ready?

yep

Okay, HI everyone! I'm Nick. You probably have seen me in the discord chat posting some announcements and stuff. In here with me is Martin. Can you wave, Martin?

I'm trying to...and Nicky. I'm just trying to figure out the screen, one second. there we go.)

And Fabian!

Yay!

So, we're here to talk to you guys about Populous, the release that just happened and answer any questions that you might have. So, I guess we'll go ahead and get started.

So, I just have a few, like I guess, ice breaker questions. So, the first question is How did the idea for Populous, how did it first come about? Like, whose idea was it and how did it get started?

Who's going to answer that? You're the boss.

No, I have to do the first icebreaker question? Okay. Yeah. How did it come about? I mean, it's just essentially, for anyone who follows our development roadmap there's always been an item on there called "the population simulation" and the idea that the populations or the workforces in Prosperous Universe have a bit more life of their own. That is a very old one. Like, it's been around ever since Prosperous Universe existed, actually. Initially when we started working on this and we were about to implement the first version of the workforces, they work quite differently in that the workforces were actually simulated populations that would act on the market themselves. Like, you would pay the money, like, in terms, like wages, and they would use that money to buy the stuff that they want because back then we were more focused on the whole closed-loop economy thing. but we quickly realized that's too –I don't know, it's too hard to balance. It's probably too easy to game. So, we moved away from that and implemented the workforces the way we see them today, but the idea that we wanted to have some kind of population simulation in there has always been around, or never went away. Because, obviously, the populations, they bring demand for new materials and they are a resource sink, obviously, for materials of an arbitrary complexity. So, for that reason we always wanted to have something like that in the game and that's kind of where this came from. Now, we thought it would be a good time to do this, to move forward into mid-game content basically. Very cool, very cool, okay. "Cool cool cool!" I've been watching "Community" a lot lately, so yeah.) Like, I'm in this chat. It's my first live stream for all those of you who are curious, so if I do something that you don't like, please go easy on us. Yes. By the way cheers! (with my water...it's very healthy. It's very healthy.) Okay, let's see. What other questions? So, how do you guys think that the update will enrich the player experience? first and foremost there is a whole new series of production chains that need to be managed so the population infrastructure projects have upkeep that needs to be met and of course they need to be built so there will be the people will have to invest in in those supply chains and we made it in a way that fabian

please correct me if I'm wrong but for example the safety station upkeep materials can be built from with pioneers only so new players can actually support their local population quite easily and of course the higher the infrastructure projects go the more complex the logistics get in the end and eventually it will make the planets more distinguishable there might be a planet that which is which has a great governor who is keeping trying to keep everything working and keep the population happy and there might other plans where this doesn't go so well so I really look forward to see how the planets evolve and I think it will give the planets more character if you if one can say so.

cool yeah okay let's see. All right. Do you think any players will become frustrated that they have to consider the workforce satisfaction? Yeah, sure. I mean, obviously we are, and that is what we are currently seeing. Populous is like reducing the overall efficiency of all production lines because there's the need the need to produce the upkeep and of course if the even if the upkeep is not matter if efficiency goes down or you don't have the required workforce and so everything is a bit slower right now and of course some players don't like that it's obviously a change and it's a huge change but we have changed we have had changes like that in the past so I'm pretty confident that our player base will adapt really quickly yeah I think so too and also I I think we had to kind of make that change in in the current world to really get some impressions on how the feature works with a universe that's in the state that we're in right now if we like if we set everything to the beginning then we wouldn't really know how Populous works out if if we have an active universe with a developed economy and all and we would have to wait months and months before we can actually really test it and it's really with the kind of game we're making it's hard to test stuff and it's even harder to test complex new features so yeah I think it it definitely made sense to introduce it at this point and yeah I think I think there are already some good ideas on how to deal with it floating around in the discord and stuff so I think yeah players will will learn to live with it and manage it cool cool all right let's see what else do we have here and you guys in the audience or in the chat like feel free to ask any questions so just let me know let's see so why was the population reports generated every seven days like why why was that decided I can't answer that me neither but a week just feels feels right so I mean we have we have faster peeps and slow upkeeps the fast ones are every day and the slow ones every week and I think we decided that a week would be something that yeah I don't know but just I think you get a little more data like if you're a governor for example and it would be every day then you would check every day and adjust the numbers every day and players would have get would have needed to get used to new infrastructure levels every day basically and that's a little too much I think but the week feels fine and you still get the nice population graphs that go up and down over time with the weekly dots and yeah it's just not too long not too short as we probably did it I mean the business weeks are weeks as well and anything that's anything that's longer than a week really starts to feel really slow very fast so I'm not sure yeah seven just is natural yeah we do have one we do have one question about it that psychotic said is it possible to generate a continuous population report I don't know if you guys can see this as well is there a technical reason that has to be a periodic report that's something for martian really I don't know which which angle do you think I should be discussing on this technical reason because everything is in steps really the simulation can only be in steps because of our architecture in the back end so the game is based on events and if we have something that is scheduled like for every minute then we will write an event to the database every minute so we tend to design the systems around timestamps at which something will actually change and then just write this event into the database and not continuously that said I'm guessing that an interpolation for the current period would most likely be possible it would be possible probably have just haven't done that yet but it was just a another view of the data it wouldn't really add anything there would be no ups and downs in between the simulation points so to speak also kind of if you if you think about like I mean that's that's not really the reason obviously but if you think it from it from a more realistic perspective you can you can see those reports as something that in the

real world would be official statistics and obviously you don't get them on a daily basis either like you get them usually once a year sometimes two years later than they actually happen so we're doing pretty well compared to most governments okay let's see let's see getting off the population report subject what was the most difficult aspect in Populous implement releasing it and probably releasing it that was difficult I mean the simulation itself was I think was the most difficult part so maybe that's a little insight in our process but it went like this we had the general idea that we wanted to do the Populous release and and we had an idea of what it what it should be about and then fabian sat down and designed the whole Populous system in in the next sheet basically and then he made it even a bit interactive so we could gosh what's going on what the numbers will be at that time I also implemented a reporting tool that would a report back on the current populations also to by the so all workforces in in the basis so we get an idea of what bigger populations we are actually talking about and at one point fabian handed his design documents over to me and I started implementing it and then of course it went the usual way we tested it locally then we tested it on our testing server and then we released it we even had one additional step this time I think first you just basically re-programmed the simulation only like all right outside of the game so it yeah we had out these excel sheets and then we could test if it fit to the to the spreadsheet I created and then that was put into the game in the next step Okay, we have another question from gravy. He says not trying to cut the current chat off, but curious about thoughts about how the Promitor area seems to be the main game area versus the other two exchanges. Everyone needs food, right? I mean, that's kind of the isn't...I've never analyzed it but I'm guessing that's probably the core reason right? Yeah, and I think in the greater Promitorian area there are just many useful planets. Maybe to get onto peter pan's question, 'Was the current universe handcrafted or randomly generated?' kind of goes into that. So, the universe was randomly generated and then we decided, obviously, where we want to have the starter planets and all the other planets of the factions around. And then we kind of placed certain key resources in these areas. And if I'm not mistaken one of the new resources actually landed near the Promitorian area, so, they got lucky! Because we didn't hand place the bioreactive minerals and the lithiore this time, so they just got lucky, and it played into the 'Promitor is the center of the universe' theme. Maybe there's just some kind of bias in the code. [laughs] Maybe! [laughs] Yeah, but that wasn't intentional, the placement of the resources yeah. For the future we wanted to go more to a handcrafted universe. cool let's see I mean there have been a few questions on chat about scientists yeah I think that's a pretty good question have we discussed this yet team the scientists the scientist situation or have you commented on it I think I think the the gist of the question is is it like will it be possible to have planets with scientist populations or will it be prohibitively expensive to do with that like to have a single purpose scientist on the world or something like that sorry sorry if I butchered your questions people but I think that that's what I got from them well the intention is that it's of course possible to have scientists on planets I think like intentionally we didn't reveal everything about how the population develops and how it shifts between tiers because the the scientists and engineers can actually only be created by educating the lower tiers basically and they also get bonuses in how quickly they move up the tiers if you build more educational infrastructure like universities and museums and stuff and it yeah of course it should be possible to to get scientists going if it's not then we'll need to tweak the numbers obviously yeah but I don't think it's possible right now to have this lonely science outposts where only scientists live right yes unless you basically remove all the load tier infrastructure once the scientists are there but you yeah you basically need to get started from the lower tiers that sounds like an interesting project gdp anyone listening yeah I think I think the discussion or these points came up very early in the design of this feature and I think like because someone just asked on the chat will that be immigration between plans I think there are a lot of options in the future of how this feature could be more maybe could be made more interesting and how we could enable the the science outpost secret base somewhere at the edge of the universe where they do fancy signs or whatever but in that initial version right now you have to go the

you have to climb the whole letter I think buying I mean our workforces are already kind of slaves right they don't get actually paid they only get food and housing which is kind of a bit of a backward concept I think I think about it okay let's see so just one of my questions that I had like why did you give controls to the governors of the upkeep of projects where I'm where the levels can be reduced or increased for the Populous release I mean the role of the governors is like was always a topic that we wanted to tackle and we wanted to strengthen the role of the governors and the influence they can have on their planet and up to now it wasn't really possible to manage a planet well or manage it badly like you just yeah you could raise or lower the taxes I guess but most people just put them on the lowest value and that's it and yeah with with this with the option to raise and lower the the levels of the infrastructure you have like you can have governors that do that really well or that don't care and just do it inefficiently because it really yeah like you really have to watch your population reports closely to to get an idea of how much need satisfaction you need in every area and then you really only want to set it to the level that you need because if you set it higher then people contribute too much and you can't go above happiness so you're kind of wasting resources and you don't want to put it too low because then happiness suffers so yeah it'll be kind of like yeah you have to gauge the situation every week and adjust and we we want to add more features to the governors in the future of course but that's the first step in the direction of yeah making planet management interesting we'll see we have peter pan asking are there any plans for a future universe for example numbers of planets distances between factions exploration hidden info et cetera yes yes of course we have ideas about the future how the future universes will look like and since we're in an alpha state we want to try out a few things and one of the things is of course to have a greater distance between the factions right now I'm flying from one commodity exchange to another thing of the day also and in the future a universe the distance might be twice or even three times the size we'll see and one of my favorite topics is exploration and we want to incorporate that into the game but currently there are no active expands on how we do that one example I always like to bring up because exploration is the thing for example if you have to explore all the star systems or all the planets then this will be pretty much done within a couple of weeks or a month or so and then the whole feature falls apart so we're currently looking into in in another way how to implement exploration and one thing for example could be that you could have a specially equipped ship that can scan down for valuable asteroids and the location of the asteroid is then only known to you and you can explore it or just sell the information about the location and of course there will be an unlimited amount of of such asteroids for example cool okay so back we're going back to the governor topic because you know the delay in the chat and everything so one I think gravity says will we get better governor tools for example finer tooled taxes and the ability to take the money into a governor bank and not have to affiliate to the corporations yes yeah we talked about that I don't know a week or two ago so what we want to have is a really an accounting system for the governor so there's an like every company has its accounting and the governor or the office of the governor should have an accounting system as well so a governor can for example take that money out of the system and buy stuff for he needs for to run his operation or he could take it out of the of the account and pay a share to his corporation but we really want to have like a paper trail so an account would these like these balance changes would be visible in in the accounting system and the next governor would obviously see what was going on and yeah I think that that could be implemented in the future and the same goes for corporations they should have proper accounting as well maybe because we're here at a a live stream event and people want to have exclusive tidbits maybe a little bit of background on this when we when we started working on ProsperousUniverse the idea for how government works was quite different to what it actually evolved into so the original idea was that there is going to be infrastructure on the planets but this infrastructure has to be built and maintained by corporation corporations and that this is an all or nothing thing so corporation a would operate the infrastructure on a given planet and then if they lose that infrastructure to another corporation in whatever way like there were ideas about military

conflicts in the past and there's all kinds of other ways you could take over the special infrastructure from another corporation then the next corporation would be in charge of running that infrastructure as we all know we we kind of moved away from that idea and went more to public infrastructure that everyone can contribute to and now we kind of the pendulum is going back into the other direction more in the middle between the two where we again want some kind of government in between but that's not tied necessarily to corporations and I guess that's where the development is going towards in the future so we're probably going to add more I mean as mishi already said more classic government features that are neither player specific nor corporation specific or anything cool let's see any ideas on letting people sell exploration info that might make people greedy with sharing too much too fast draco says asks yeah why not I mean if you know where the big rock of gold is why not sell that information if you don't have the equipment to explore it just among us people mishi has been nagging me about this feature since we started working on this project so which is now almost five years ago that's why that's why I will never ever let him implement it because the moment it's implemented he's probably gonna leave let's let's not implement information trading anytime soon don't accomplish goodbye martin let's see private projects I would love to offer my own warehouse or exchange strategy well I wasn't I didn't want to go that far I mean it's like I mean actually it's it's a it's a good point to bring up because I mean obviously in the past what we already also envisioned was that commodity exchanges are after all infrastructure as well and in the the old concept the commodity exchange would have been infrastructure operated and built by a corporation as well and that is not really something that I think we're going for anymore I don't know me are we I mean we we do want to have player build commodity exchanges but it's not clear yet who's going to run them yeah but then again commodity exchanges are a bit different from our from say the the center of global commerce and stuff like that that they are not released they are not planetary projects no in that sense they they live somewhere else anyway but yeah we'll see we'll see where that goes but there's definitely going to be somewhat privately built and or influenced commodity exchanges at some point yeah because I mean I mean I guess we all agree that a commodity exchange is the one thing that makes a regular world a hub world like the the moment it has a commodity exchange it's it's among the big players okay let's see so we've been streaming for about minutes so do we want to talk a little bit about the next release the next release okay the very next release is going to be a maintenance release as always like there are heaps and piles of bugs that need fixing and actually I'm going to start looking into that next week and the week after and there might be a quality of life improvement in there but we haven't decided on which one it's going to be but I think we can tease the two candidates right it's either going to be some kind of I don't know what maybe a a building that increases the cue size or it's going to be the repair function we have yet to decide or maybe both but no promises as always but I wanted to implement one one of the two all right fabian do you wanna talk about shipping ships ship building music yeah the the next big update the core feature is that you're gonna be able to build more ships and you're gonna do that in huge shipyards that will be placed somewhere in the universe but not randomly this time like only on katoa that would be nice that's a nice balancing measure yeah no but you you will be able to build ships and you will actually be able to design your own ship blueprints from a whole selection of options and you can switch out your engine or your cargo base or fuel tanks and your ftl reactor of course you can even have no ftl reactor and just have a huge inter intra system flying warehouse that's going around so yeah there will be quite a lot of options and you can do budget ships you can do very high-end ships that will be able to go faster than other ships and carry more stuff and yeah but you also have to pay more of course like the range of complexity you have to put into those ships is like pretty wide and I think it's something the players have been looking forward to for a long time and yeah we we're trying to make as cool as possible on the first go cool okay so we have some questions about ships so let's see if the shipyards are the places where we build ships does that mean ships without ftl is a no go since they wouldn't be able to leave the shipyard system that's from draycon so for the next release a ship without an ftl drive



is probably going to be a rare sight we will place some shipyards not randomly in the universe but at some places and [Music] for the release we don't plan that players can build shipyards on their own so it would be limited to those systems only and I think I pitched the idea to the team that we kind of need some for this very purpose some kind of attack ship is attack instead of what about like taking another boat yeah ships carrying ships carrying ships yeah tuck boat thanks yeah that's the right word yeah we would need a system like that but we want to at all if we want to keep it simple for the release and hopefully we will see the shipping shipping but a ship ship building release this year so there won't be any attack attack boats yet no okay and let's see there was another question about okay can ships be changed on once they're built or will it be stuck in their first design forever I think initially they will be stuck at their design we also I mean obviously the fact that we can actually build your own or design your own ships something that landed in this these in this release plan rather late because we always wanted to have a ship editor where you can actually build your own ships which we postponed because of its complexity but at the end of the day it turned out that we could at least allow for some customization it's not going to be a visual editor but even just going to select the components but the the blueprints themselves is something that we would like to emphasize going forward I think so the the vision is that at some point in the future and obviously as everything else in Prosperous Universe shipbuilding is prob pretty much guaranteed to become more and more complex over time the idea is that there's going to be people who kind of specialize in shipbuilding and ship design and they probably they just want to have their blueprints seen so maybe at some point in the future you see a ship flying around the universe and you'll click it and you see that it's a design by I don't know universal exports ship design whatever and making the designs changeable would kind of defeat that purpose I think so and also as just as buildings ships will eventually get written off and lose their value so if you have a ship that you don't like or a ship design that doesn't work for you you just have to kind of live with the fact either sell it or use it until it's worthless and then scrap it or whatever but I don't think we're gonna do mutable ship designs will you be able to sell ships to other players justin asks probably not in but at some point I'm pretty sure that's going to happen do we want to reveal the name do we want to reveal the name of the next release of the shipbuilding release why not trains who's talking about trains is the name suggestion for the update I have no idea okay so like drumroll oh your microphone appears to be noisy yeah it always says that I don't know why space trains someone wants space trains I think no one cares about the name of the next release look at them but just one person yes but I don't know if they're saying yes or they want to know the name or just yes in general I think they say yes because the person between the trains okay [Laughter] okay okay someone says give us the name yes reveal somebody has to do it it's the name reveal party so the name of the next release is going to be ignition who came up with that name by the way yeah someone someone suggested it it was michi I think wasn't it ignition yeah I think it's a very fitting name it makes a lot of sense there's a lot more hidden there's another question is it the intention that ship blueprints themselves have are a tradable item no we don't want to copy every single aspect of if online no for the time being it could of course sell the recipe on ebay I guess but I'm not sure whether our terms and conditions allow that actually we could just lose the whole drains idea we're not doing trains yeah people are caught up I think I think I think if our planetary infrastructure has reached a complexity level that involves trains then we've been running this game for plus years although I could imagine it you know have having actual infrastructure on planets visible connected spatial and stuff so there's one question for fabian from rubycade how big can you make the cargo ships is there any limitation in the current design there is I mean it's not set in stone yet but at least multiple thousand tons and like it will be like a like a almost like a base cargo space I think nice so you can make huge ships but you should be aware that the the hull plates you need to provide and if you want heat shielding and stuff then that will all raise itself with bigger ships so if you have a really big cargo space you also will have to invest a lot more to get this thing put together and peter pan said did I understand you correctly the chips will not be repairable no that was not what martin meant he meant

in an accounting way the ship will get written off right yeah I mean it's it's similar to our production facilities where currently they get written off and at some point you have to replace them but there is going to be a repair feature at some point I think the what we meant earlier was that if you have a design that you cannot change and you're not interested in that ship anymore then you will probably use it until it's worthless from an accounting point of view and then get rid of it instead of maintaining it for example okay let's see mjk viper asked what was the intention of putting populace ahead of shipbuilding I mean I don't know we we're pretty much undecided for quite some time right like the the shipbuilding is very important was was clear or is clear but it's something that we want but at the same time we we wanted to make it a bit more [Music] you know meaningful in a sense the absence of shipbuilding means that new players have a whole new market which is transport and I think it just made more sense for us to first provide a bit more incentive for people to go out into the universe to actually control planets to build them up and to make the supply chains bigger and longer and more complex because obviously transport demand is a function of that in some sense so I think when the the shipbuilding feature lands it's really going to be desperately needed let's see okay how do you think or this is rain how do you think ships will change gameplay experience and the economy of the universe upon completion like always everything will crash right and then bounce back no I mean your guess is probably as good as ours right [Music] I'm not sure yet I I me personally I didn't expect for example that people would build like bases plus or even or bases plus and with with the ship building or the accessibility to more ships I would expect that that we see more growth in terms of the number of bases because it gets easier to manage them it's always easier to ship things yourself than relying on others doing it and of course we will see that that maybe I'm not yeah maybe I'm not sure that the shipping ads will go down and but then again maybe not maybe maybe the starter ships are you know I don't know how to put this maybe there with a market it will be a market for really fast small ships for example like sprinter like you just want to move or tons of goods that are for example very pricey or or you need them very fast and player will specialize on that and have a small fleet of very fast ships and other players will rely on that so maybe it's not the end of the shipping yet let's see okay that's an interesting question from that psychotic how about how about things like space elevators or orbital stations or other ways to save fuel and conduct business in locations other than the planet's surface that's something we want to implement for a long time now and eventually we will but we're just limited by our programming power I don't know every death yeah yeah go ahead one idea we always had is that we want to have ships that can't land on planets because they're too big like the ship fabiano was talking about that weighs multiple thousands of tons that can't realistically land on a planet with a high gravity or on a planet at all so there will be a need for infrastructure where where you can dock in orbit and someone will just take all your cargo and transport it down to the surface to sell it there and there could be another player there could be an infrastructure thing space elevator or orbital ships that just go from orbit to to the planet yeah I mean the possibilities are endless and at some point we will implement that but there are no concrete plans at the moment okay rubricated again asks let's see I've gathered that ships will be very expensive will newbies face the danger of their starting ships being useless long before they can afford new ones hopefully not I mean [Music] there's a there's a wide range of how much ship costs depending on what you design and I think it'll depend on how quickly you grow of course if you grow very slowly then you also maybe don't need another ship that quickly so it's fine if you get it a bit later and if you if you grow quickly and know the game and play very efficiently then you will get to the point earlier where you can afford at least another starting ship level ship and then everything else is like pretty granular steps up the ladder basically because you can add features the way you want or focus just on one aspect like cargo space and yeah you have options to play around there maybe that's also something that ties into the question that was asked earlier about how shipping influences the game I could I could very I mean ideally what I would I would my dream of what would happen is that shipping is an industry like any other in the game and that there's just going

to be a high degree of specialization so why maybe up to the point that if someone really if their ship is falling apart and it's not really efficient to run it anymore that it would just say okay you know what I'm not shipping the stuff myself at all I'm just going to use transport services by other players who maybe instead of producing goods or exploiting resources just focus on shipping obviously that will require some more I guess helper functions or features in the game that make shipping a bit more comfortable but in the long run I could imagine that being a thing suffering silently yeah I'm sorry there's a lot of questions that came in so I'm trying to read and read through them all let's see let's see let's go with peter pan's will there always be a market maker or market makers buyers in order to provide liquidity to the monetary system or their plans to move to a system with some central instance controlling the currency volumes I mean instance is missing right what he's the one printing the money no I don't think we have really decided on that have we no this hasn't been any decision to be honest liquidity hasn't really been that much of a problem so far I think in previous alpha tests we had a bit of a deflation issue sometimes but in this world I don't get feeling that we have an inflation or deflation issue but that maybe that's just I don't know do we I don't think so at the moment it's fine you know DJ matar asks about dynamic market makers and that's a discussion we have had several times in the past and the reason why we are stuck with a very static market makers is because they are not gameable at all or at least not as much as as a dynamic market maker we have looked into several concepts how dynamic market maker could look like but usually it gets complex very fast and there's always the possibility of some player abusing the system and so we decided to to keep the market makers for now as they are there's a question about ads so I guess that's that's for me finally I have more questions for nick okay yeah so let's see matt asked what's the current lifespan of new players after clicking on an ad so we can see like when a person like becomes like a pro licensed player so we do have some of those already that have come into the game and are staying but yeah we don't have like you know this we've only been running ads for like three weeks or so so it's like really hard to like give you like a concrete number but yeah we're definitely in the optimization mode right now nothing is like set in stone as far as like our ads are wonderful or they're terrible we're just you know figuring them out right now so that's what's going on with ads any chance of getting some sort of leaderboard in the future asked by someone who calls himself mr awesome no I think it's mr one all one okay well leaderboards not not a leaderboard per se I guess but I mean some kind of statistic I can I can see myself adding that to the game to to have different reports on kind of who's the biggest I don't know steel menu steel producer in sector whatever but there's not going to be like a scored leaderboard or anything what do you want to rate a player by in a sandbox game it's like it's not really not really something we do I think let's see oh we're getting a lot of questions now let's see rumor kate wants to know why we can't make our own why you can't make your own private currency yet oh yes you know what like we're having we have plans for this of course but obviously you cannot do own private currencies these days without a blockchain so we're just waiting for that to to get implemented and then no we need someone with blockchain experience in the team yeah just to make sure I was kidding right I mean I don't know if the the sarcasm tech was like visible around me no no own currencies anytime soon you use use some kind of use some commodity to trade with when you have your own currency but that would mean we need contract we need barter contracts right no anyway curfew mon I'm not sure how to say that word but asks will there be a transport starter package at some point like farmer and the others yeah probably if we are going to have ships that can be of different sizes and shapes there will be a transport starter page for sure a starter package sorry do you guys track aggregate player behavior and one of the dev blogs it would be great to see statistics in terms of histogram of numbers of faces per player etc [Music] yes we do like we do track player behavior in in on an event basis so to speak like if something important happens in the lifetime of a player then we track an event sometimes you track it several times and we could probably generate some events or some statistics from that we obviously do in the background to see where we are but sooner or later at some point in the future after my long promised architecture live



stream maybe we can do a statistics issue let's see some more [Music] terraforming is that ever something that was thought of no I think that's on the road map there's your answer okay it almost was a Populous thing no not almost well it was an idea for the for the life support need that you could in theory in the future at some point have to terraform a planet to to make it habitable but for now we just went with the simpler solution which was just if you have more habitations then you have people then you have the life support if people go above the the habitation space then you need to build more habitations I mean terraforming is definitely something that comes up if and when we talk about end game content obviously like if players have been playing for years what else is there that they can do and you need massive projects that you can seek resources into then obviously terraforming is a in our universe is the is a natural thing that I if if Prosperous Universe is around long enough I'm pretty sure it's going to happen at some point but megastructures and mega projects are not something that we're doing yet and years later our children will offer a new feature for dyson spheres and stuff like that exactly I mean if you think about it even if you wanted to add a space station feature and you want to make it realistic that's already going to be a massive undertaking let's see think there are a few questions about contracts there's one about the multi-conditional contract system I think we've touched on this before right but I think the general idea is that at some point I mean at the moment contracts are limited by how they get created and that's because that's because they only created through the local markets where we have very narrowly these defined types of ads or contracts that are possible but I think at some point in the future we always wanted to create a completely dynamic contract system where you can basically click together your a custom contract which would be that whichever conditions you want of including of course a contract that has more than one material upon but the the local markets are intentionally kept simple like they are they're a bulletin board and they are very very simple ads because obviously it becomes quite a bit more complex quickly if you make them really dynamic or or you suddenly have shopping lists of items in a single ad or whatever I don't think I don't think that's what we want to have right team good let's see let's see we have a question from that psychotic what about multi-user inventories for example I can share a warehouse with one or more other players to easily transfer goods in a collaborative setting martin's nightmare come on that's not true why is it my nightmare I was actually contemplating whether I should mention ports earlier because when we talked about the last mile from orbit to planet surface I mean the natural thing that happens if you don't offer any kind of special infrastructure it's kind of a port station and what what is a port what other thing is a port than a kind of a shared warehouse but like actual shared warehouses we do not have yet for the simple and obvious reason that we don't have private contracts yet or direct manage money transfers they're like they're just kind of a huge blinking invite to to misuse the game like it would of course allow you to transfer arbitrary amounts of material from one account to another and that's always a bit of an issue okay which doesn't mean we won't add them at some point like it's it's definitely something that we've been talking about that we've talked about before I think there was an idea to have that as a kind of a corporation structure to give a bit more meaning to corporations that they could build their own shared warehouses or something like that yeah but matt claremont said hope I said that right let's see all right so it's eight o'clock here in germany so we've been streaming for an hour any other final questions or any any final comments about Populous or ignition or anything else in general yeah so we have a few more minutes here friends any thoughts about automation like supply runs for ships to bases that do not have a market I don't know at some point I want to have something like that like actually scheduled I mean some some who might not know but the other game that similarities does is airline sims so kind of having scheduled transport services is kind of my my thing and I would love to see that in Prosperous Universe for all kinds of reasons I think which I already discussed on live streams before but obviously it comes with a whole bunch of complexity especially in the dynamic setting like like Prosperous Universe so at some point yes but might take a moment until that happens an api for automation that would be awesome as a developer speaking of course I mean

apl is on our official roadmap I think is it I think it is it is of course yeah it's like one of the last features on the official public roadmap and you know mgk wiper asks if the if we could provide more information about certain things in the game like I don't know if you know about the eve market report it comes out once a month or so that's something I can imagine for Prosperous Universe as well like for example how much material or electronics have been produced in this and that region that would probably be very useful information and maybe we even can include that into the games map and not just provided as a report but as an in-game service maybe this is a good idea to plug our sponsor tonight which of course is you I think eve online has economists working on those reports and unless we can hire an economist we cannot provide those reports naturally so that means you have to buy more subscriptions I was only half joking no I mean in all seriousness it's like with any other feature at some point someone has to do it or implement it and obviously with an economy economic economic sandbox like ours we definitely want to have fancy good-looking elaborate reports but yeah have to generate them first yeah airlines and subscriptions also help of course yes just buy them credits you don't have to use them yeah you just just buy them you know just just pile them in your unlimited warehouse of credits happiness what else is there goodbye kasana nice to see you again oh yeah customer that's the name that I haven't read in a while I think not consciously anyway okay reading questions oh yes thanks peter pan glad you enjoyed the game pipe the info into elasticsearch and let us write the kibana for it [Laughter] nerd yeah I mean that's kind of what we do already in a sense but some kind of filter would be required obviously so we have we haven't really discussed yet how how reporting or statistics infrastructure that is actually usable for the public could look like we'll get around to it at some point any thoughts on inviting more people into the test environment I mean what do you mean matt like do you mean us inviting more players or are you inviting more planets both is possible and actually done so please go ahead tell your friends the more the merrier yes like our game really lives because of their interactions of its players like the no matter what we do if there's no one playing nothing's happening so the more player the players the better good question let's say I have airlines in credits will we be able to transfer it to Prosperous Universe credits I'm afraid not because they're they're completely separate payment systems and not I mean not payment systems but they're like the subscriptions for Prosperous Universe will work differently than for airlines at some point all right okay okay is there any questions we've missed I don't think so yeah let's see I think we're pretty good for today then so we'll just wind it down then thanks everybody for coming out and chatting with us and we really hope you guys like Populous I mean we've been working on it pretty hardcore for a while so enjoy it

and yeah see you in discord

all right

all right

bye-bye

bye