

WBC 4 Ideas

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Well i made a compilation of features (most of them from other games) that would be worth checking:

Hero

I think the hero system needs lots of rethinking, I really like both wbc 2 and 3 systems (never played much of 1), but as a high level competition or e-sport game its not the best option I agree with some ideas of not bind the character to a class or it should be dynamic but at the same time is hard to manage take a look at Skyrim, Fallout series, Torchlight 2, League of Legends and Dungeon Siege leveling system and try to make something innovative. Would like to see ranged Heroes and mounts maybe(?) like in puzzle quest (Dragon Rider :P). Hero visual customization would be nice too and having two sets of times one technical and one visual would be interesting sell the visual for real cash (see more on [Monetization](#))

Races

I like the lots of Races in WBC3 and its one of the good points about this game, but adding more and more races is bad for balancing. I think upgrading your keep with race alliances or something of the kind would help mitigate this problem, and some lesser races could have outpost kind of like [Rising Kingdoms](#) or [Age of Empires 3](#). For example as have been stated on the forums the plaguelords are just eyes and hydras, they really don't had army variety to the game but are lore important so maybe put them as a lesser race.

Resources

This is a sensible spot on every game even League of Legends can't solve this issue with creep score (the gold for killing minions). I like the way resources are handled in WBC3 but i think you should add a [button](#) to put more workers in the building kind of like Rise of Legends and would be neat to put some new [\(rare?\) resource](#) buildings like in Rise of Nations like Marble Quarry that would give stone and some bonus to your buildings HP.

Another feature from Age of empires 3 that would be nice is the capital city and the home shipments, As a warlord from a certain kingdom you could ask for reinforcements and resources from the capital.

A visual enhancement would be to add circles on the ground on the resource buildings indicating the conversion progress, like in [Dominion mode in League of Legends](#) when capturing a node.

Items

Items would need to be rethought and rebalanced and you could even further by adding custom items to your troops and retinue troops, kind of like [Age of Empires Online](#) and they should drop randomly on the ground in chests like Spellforce as loot from destroying enemy units or buildings.

Lairs

Would be nice to have more challenging lairs with great armies spawning from them and great rewards.

Multiplayer

Some matchmaking system would be nice, if not get lan play and partner with [Evolve](#) or

[Gameranger](#) maybe? Spectating mode would be cool too with tools to help broadcasters.

Spells and Abilities

Make them reward as the hero level up like Torchlight 2 by adding [tiers](#) to the skills. Make a bar with all the spells and abilities of the units selected that would be new and interesting. The [click'n'fight](#) system from Spellforce would nice too.

Boats

I really don't see the point in adding water units - I only know one game that has the naval part really well done - [Command & Conquer: Red Alert 3](#) - You are able to build on the water and build naval and amphibious units that are relevant on the game. In most of the games you can really ignore naval war. If you must do it do it like its meaningful to the game.

Campaign

Make a conquer the world campaign and a story mode. Would be interesting to add a rpg only mode.

Graphics

I believe that this one is a given since I heard Steve Fawcner worked on Seven Kingdoms Conquest and that game is 3D, I really got mad at that game It was not as great as the originals, proving that sometimes graphic overalls can be toxic if they alter the core of the game. But yeah a graphic overall would be great and that's a given to get newer audiences nowadays.

Achievements

I really don't care about achievements but if you must... that doesn't bother me either, I just don't get it a digital trophy which really doesn't had anything to the game. If you must make them funny looking at least.

Monetization

The old economic model for buying games isn't good anymore more and more games are going free-to-play with micro-transactions, but some are better than others. Look for example at the social games on facebook they are so annoying and the progression gets real irritating without payments - the solutions is quite simply **NEVER** put gameplay items for sale - do it like League

of Legends, reward players for playing with a free currency for buying races and items and sell with real cash [skins and visual](#) stuff and not gameplay buffs (by this I'm referring like xp buffs or currency buffs). It's a good idea to offer a free race at the beginning and release 3 or 4 races at the beginning and later add more races.

You could sell for real cash new soundtracks and posters of artwork.

You can still go by the same old model of selling games, now with the advantages of platforms like Steam but try to put the game on most platforms as possible if you must like gog, amazon, gamestop, etc.

Mod Support

Don't fall on the mistakes of Minecraft that after it's been released some time ago they are now releasing a mod api... People will modify your game regardless of your opinion so make it support mods natively. Making it work with steam workshop would be great but please make it that you can add mods outside of that.