

Freeciv - Feature #831505

A border effect, primarily culture-depending

2019-08-13 05:41 PM - Alexandro Ignatiev

Status: New	Start date:
Priority: Normal	Due date:
Assignee:	% Done: 0%
Category:	Estimated time: 0.00 hour
Sprint/Milestone: 3.2.0	
Description	
<p>We should make border radius and strength definition more flexible. Firstly, the main use of culture in commercial games is claiming of tiles:</p> <ul style="list-style-type: none">• Civ3 - border radius $\sim \log(\text{city culture})$, strength depends on distance and city culture• Civ4 - tiles accumulate culture (1/turn at outer radius, + 20/turn in depth), you have >50% => you get tile• Civ5/6 - tiles are purchased one by one with city culture amounts <p>At least, we could make an effect for Civ3-like border radius.</p>	

History

#1 - 2022-06-19 07:28 PM - Marko Lindqvist

- Sprint/Milestone changed from 3.1.0 to 3.2.0