

Player Interactions

More than a month has passed since the release of Khan Wars 5. Our efforts to return the Player vs. Player combat into the gameplay spotlight seems to be successful but there is still a long way to go in order to get the player interactions where we want them to be.

Online games tend to attract all types of players because of the various gameplay mechanics that are used to enhance the player experience. Ideally we would like all of those features to be controlled by the players and let them create and shape their own destiny with the actions they undertake and the reactions of others. Clans serve as a fine example of the stated above – players get involved in alliances, battles, trades, make new friends out of the countless social interactions that are presented to them on a daily basis.

What we would like to see in the future? New ways to introduce players to one another? Or perhaps change existing mechanics?

No, just to continue improving the techniques we use now and enhance the user experience in order to present a smoother and more enjoyable experience.

After all, gaming is all about fun...