Freeciv - Feature #662556
Make AI less likely to stop building wonder
2017-05-22 02:52 PM - Marko Lindqvist

<table>
<thead>
<tr>
<th>Status:</th>
<th>Closed</th>
<th>Start date:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Priority:</td>
<td>Normal</td>
<td>Due date:</td>
</tr>
<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
<td>% Done:</td>
</tr>
<tr>
<td>Category:</td>
<td>AI</td>
<td>Estimated time:</td>
</tr>
<tr>
<td>Sprint/Milestone:</td>
<td>2.6.0</td>
<td>0%</td>
</tr>
</tbody>
</table>

**Description**
Add want for great wonder if already building one.

**History**

#1 - 2017-05-24 05:32 AM - Marko Lindqvist
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist

**Files**

<table>
<thead>
<tr>
<th>File</th>
<th>Size</th>
<th>Date</th>
<th>Author</th>
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<tbody>
<tr>
<td>KeepBuildingWonder.patch</td>
<td>853 Bytes</td>
<td>2017-05-22</td>
<td>Marko Lindqvist</td>
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