Freeciv - Feature #681976
civ2civ3: hard ai gets half the bonuses of cheating ai

2017-07-10 01:07 AM - David Fernandez (bard)

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<td>Priority:</td>
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<td>Due date:</td>
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<tr>
<td>Assignee:</td>
<td>Marko Lindqvist</td>
<td>% Done:</td>
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<td>Category:</td>
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<tr>
<td>Sprint/Milestone:</td>
<td>2.6.0-beta1</td>
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Description
There was a huge difference between Cheating and Hard ai levels, being Hard very similar to Normal level in my games. This patch gives the same effects to both ai levels, with bonuses +40 for cheating, and +20 for hard.

Added an effect to ignore food upkeep rule that may penalize too much the ai cities with more units than population.

Removed effects that alter the defense or attack of units because I think it causes bad habits. The player get used to attack certain units in one ai level that are not a good choice in other ai levels.

I tested these values a lot with v2.6 beta (many autogames and a couple of games against the AI), so I think it could be included there. Patch for civ2civ3 and sandbox.

Related issues:
Blocks Freeciv - Task #694704: civ2civ3: introduce new features for 2.6

History
#1 - 2017-09-02 10:37 AM - Jacob Nevins
- Blocks Task #694704: civ2civ3: introduce new features for 2.6 added

#2 - 2017-09-04 08:02 PM - Marko Lindqvist
We already talked in some other tickets about how even 20% is cheating, so wouldn't really belong to difficulty levels other than "Cheating" by definition. I'm undecided (but sure that we will get complaints about AI cheating when it shouldn't if we apply this)

#3 - 2017-09-06 04:41 PM - David Fernandez (bard)
Ok, I understand. Let me redo the patch to affect only to cheating AI level.

#4 - 2017-09-06 07:19 PM - David Fernandez (bard)
- File 26-civ2civ3-ai_cheating_effects-v2.patch added
- File m-civ2civ3-ai_cheating_effects-v2.patch added
This patch removes the only remaining effect affecting hard ai level (Gain_AI_Love), increases from 20 to 40 the bonuses to incite, bribe and veterancy for cheating AI (so bonuses are uniformed to 40 now).

Added an effect to ignore food upkeep rule that may penalize too much the ai cities with more units than population.

Removed effects that alter the defense or attack of units because I think it causes bad habits. The player get used to attack certain units in one ai level that are not a good choice in other ai levels.

Handicapped level readjusted to reduce output, but not defense nor incite/bribe cost (that I think may cause bad habits too).

Patch for master and S2_6 (same changes for civ2civ3 and sandbox).

#5 - 2017-09-06 09:52 PM - Marko Lindqvist
- Status changed from New to Resolved
- Sprint/Milestone set to 2.6.0-beta1

#6 - 2017-09-08 01:05 PM - Marko Lindqvist
- Status changed from Resolved to Closed
- Assignee set to Marko Lindqvist
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