Freeciv - Feature #778499
Better indication of combat results
2018-10-09 08:55 AM - Alexandro Ignatiev

Status: New
Priority: Normal
Assignee: % Done: 0%
Category: Client
Sprint/Milestone: 3.0.0-beta3

Description
When a city is stormed with units with Combat_Rounds in effect, their adversaries are shown like their hitbar falls to 0. In fact, it mostly does not. Without this effect, we could know if enemy unit lost by if our unit won; now, it's not the point, we can calculate this analyzing how many hitpoints have we lost but that is tedious. If the city unit's hitbar felt to its actual final value, it would be more indicative, may be some other indication can be introduced.

Related issues:
Related to Freeciv - Feature #913055: Detailed Combat Info
Closed 2021-01-05

History
#1 - 2021-03-02 04:24 AM - Marko Lindqvist
- Related to Feature #913055: Detailed Combat Info added

#2 - 2021-03-02 04:25 AM - Marko Lindqvist
Feature #913055 improves this a bit by introducing more detailed combat results messages.

#3 - 2021-03-14 09:31 PM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.0-beta1 to 3.0.0-beta2

#4 - 2021-04-21 09:37 AM - David Fernandez (bard)
It would be very useful for ruleset development, and testing purposes, to be able to know the total defense and attack values as calculated by the server, even if the info is only available when client is in edit mode, or when the ruleset has certain verbosity flag activated.

I'm sure there are bugs in my rulesets, or at least unexpected defense/attack values, just because there is no way to know for sure the values that the server has calculated, apart from some deduction based on the final probabilities.

#5 - 2021-05-14 11:51 AM - Marko Lindqvist
- Sprint/Milestone changed from 3.0.0-beta2 to 3.0.0-beta3