

# Social aspects of War Thunder.

I have been working on ways War Thunder could be improved I dug deep into the game and try to find areas that I wanted improving It took me a while as it wasn't obvious at first but then I found something - **The social side of War Thunder.**

There is many key areas in the game which good be improved and would dramatically improve the user experience, I have separated each section into parts.

## Part 1 - Player cards.

The current player card system is...well...not great. It's not very user friendly and not great for checking out someone statistics in a game, So I've spent some time coming up with just a very basic idea, Now this is seriously very basic, but this can all be improved at a later time.

The screenshot shows a player profile for 'Pvt\_Pyle\_' (Champion, Level 64, Commander, 47707/175500). The interface includes an 'OVERVIEW' section with the following data:

Category	Value
LAST PLAYED	4.05.2014
% OF AIRCRAFT	89%
AIRCRAFT DESTROYED	6758
GROUND UNITS DESTROYED	11 930
K/D RATIO	1.2
PLAYER SINCE	03.03.2013

The 'RECENT GAMES' section shows a 'VICTORY' in the '[GROUND STRIKE] CLIFFED COAST' mission. The aircraft used are:

AIRCRAFT USED	Count
TYPHOON 1B	2 5
SPITFIRE IIB	1 1
HURRICANE 1	2 3

A donut chart displays 'GAMES PLAYED 1068', categorized by mode: ARCADE (blue), REALISTIC (red), and SIMULATOR (green).

At the bottom, there is a 'Leaderboards' section with a 'Place' filter and a table of statistics for the last month:

Category	Value	Value	Value	Value	Value	Value	Value	Value	Value	
Arcade Battles	0	0	N/A	0	0	0	0	0m	0	
Realistic Battles	1	4	N/A	4	3	1	4	2380	47m	0
Simulator Battles	0	0	N/A	0	0	0	0	0	0m	0

Here is what I have come up with, It is **very user friendly** and just gets straight down to business, First you have an **Overview**, Telling you some basic information about the player and their overall stats in all

modes combined. A few basic things, **Aircraft destroyed** are very helpful for finding who a real threat is in the air, As a lot of people **check players stats at the start of a game**, We also have an indicator **telling people if someone is a premium player** or not this will give a sort of title to people who pay for premium account. To the right of that we have a **recent games tab**, showing the user what games the player has played, indicating a **Win or a Loss**, what map and game mode, and what aircraft used, for each aircraft, how many **aircraft killed and how many ground targets killed**. Just looking at recent games as well can give a massive indication to what the player performs like, as some people can say there K/Ds are altered due to Bombing/Grinding.

To the far right we have a simple **Pie chart**, Saying how many games this user has player and a percentage of these games are for each game mode, Putting you mouse over a game mode will reveal more information about that game mode specifically.

The screenshot displays a player's profile with the following sections:

- Profile:** Name: =SIB= Pvt\_Pyle\_ (Premium), Rank: Commander, ID: 47707/175600.
- Overview:**
  - LAST PLAYED: 4.05.2014
  - % OF AIRCRAFT: 89%
  - AIRCRAFT DESTROYED: 6758
  - GROUND UNITS DESTROYED: 11 930
  - K/D RATIO: 1.2
  - PLAYER SINCE: 03.03.2013
- Recent Games:**
  - VICTORY: [GROUND STRIKE] CLIFFED COAST
  - AIRCRAFT USED:
    - TYPHOON 1B: 2 kills, 5 ground targets
    - SPITFIRE IIB: 1 kill, 1 ground target
    - HURRICANE 1: 2 kills, 3 ground targets
- Games Played:** 1068 (Pie chart showing Arcade and Realistic Battles modes).
- Realistic Battles Mode Tooltip:**
  - REALISTIC BATTLES: [Active]
  - TIME PLAYED: 3 DAYS 38H
  - DEADLIEST AIRCRAFT: [Aircraft Icon]
  - FAVOURITE NATION: USA [Flag]
  - K/D RATIO (RB): 1.66
- Leaderboards:**

	0	0	N/A	0	0	0	0	0	0
Arcade Battles	0	0	N/A	0	0	0	0	0	0
Realistic Battles	1	4	N/A	4	3	1	4	2380	47m
Simulator Battles	0	0	N/A	0	0	0	0	0	0

Here we have time played, A deadliest Aircraft, Favourite Nation and a K/D for that specific mode. This information is again very useful as if someone is flying their deadliest aircraft when you spot them, you may want to be careful.

For the bottom tab this will be used for leader board rankings and squadron battle rankings, I have decided to leave this as they are still being implemented into the game. **The display of K/D has been argued about**, Some players **do not want it** due to trolling or using said **stats to flame others**, I am very 50/50 about the Display of a K/D, So believe there should be an option to make your **statistics private** for those who may not want their information on display.

# Part 2 - Friend Lists

I have made this suggestion previously and A lot of people really liked the idea. Simply improve the friend list feature by **telling users what there friends are doing**, there have been countless times where I have messaged someone and they dont see the message because they are in a game, Telling me that my friends are in a game will save me the awkwardness of sitting for 10 mins **waiting for a reply**.

Another very basic concept by yours truly



**With the friends list you HAVE to add the feature where when you add a player you have to be accepted as a friend, with the new features of displaying what people are doing, there is privacy concerns as you can add anyone in the game and see if they are online or not.**

You can go in depth with this feature by right clicking on someone's name and seeing what they are specifically flying and what map ETC **These features should also come with an option to set yourself as invisible for the times you need to be left alone If you are recording etc.**

# Part 3 - E-Sports

Now War Thunders E-Sport state is fair to say very poor.

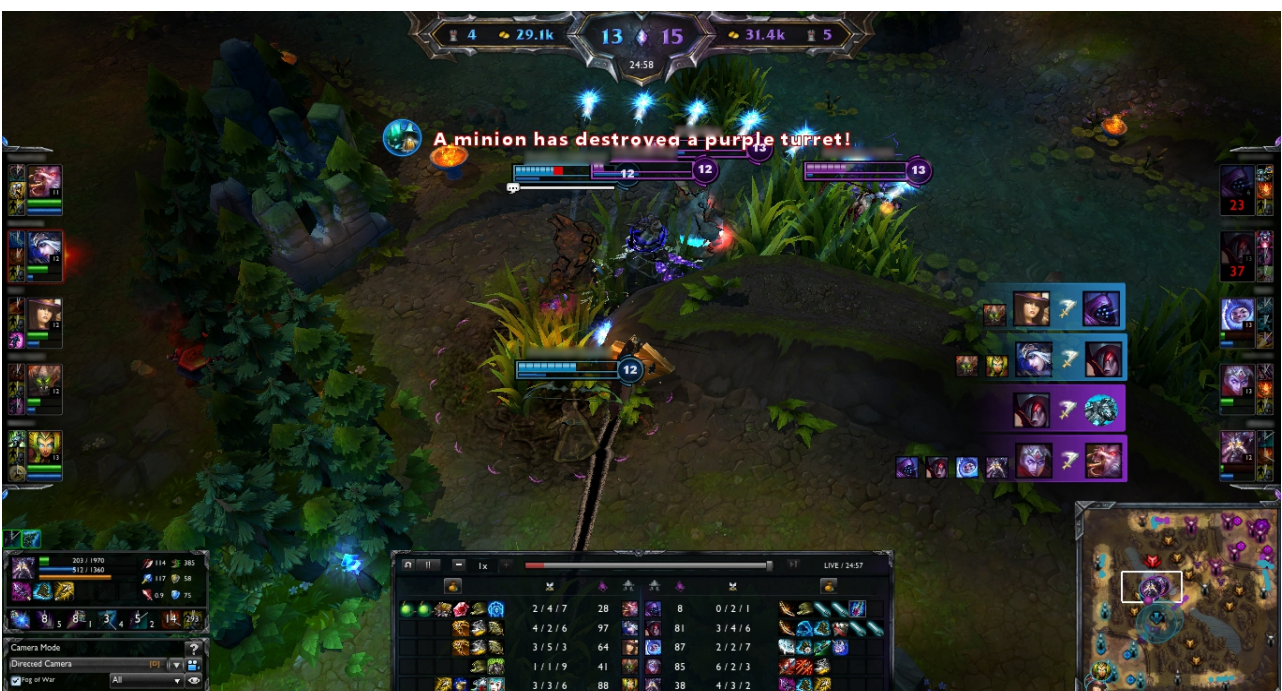
It is insanely difficult to make replays of games share them with friends or edit them into something that people would actually want to watch.

Now I know it has been suggested a thousand times but you need and absolutely need to prioritize on **fixing the replay system**, It is so difficult to use and make no sense and the annoying part is it doesn't really need that much work. Simple things like getting a better HUD to see what is going on, and controls that actually make sense. Games like FIFA have a very good replay system, Just because it shows you what to do.



For the next part I would like to suggest a **Spectator mode**, Not the spectator mode that is in game already when you die but a new one.

**This spectator mode should work like in League of Legends**

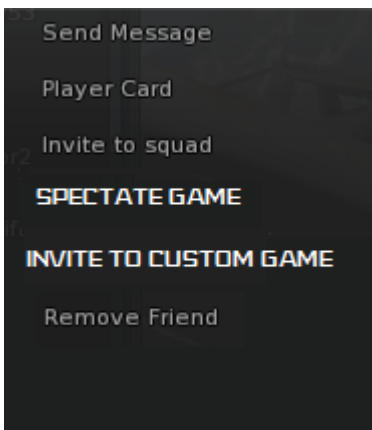


Simple things like a **score board** and ways to easily switch between players without having to use commands on a keyboard make things so much nicer and much more **entertaining to watch**.

In this mode in war thunder you could have the players of each team at the side with there levels, and at the top the scoreboard.

Using this system hosting your "Gladiator tournaments" Would be so much more exciting and in depth actually watching them play and see them and watch who you want to watch in the game itself with out having to watch some guys live-stream being restricted to see what he sees.

Going back to the friends list you can **right click on someone's name and spectate their game**. It is the very small social features of the game that can see a **massive increase in user accessibility** and just make the experience so much nicer, I know from a previous thread that one of my suggestions was implemented in a mini patch, Some of these features would take some time to make but they will defiantly be worth while to do. **Generating thousands of new players, from tournaments, live streams etc.**



**Social aspects are a very important aspect** in modern video games, It's one of the reasons why games like Call of Duty and LoL become so popular, **people see the tournaments and want to be the best**, dragging them into the game. And with these features, it will be one hell of a game.

# General Interface Suggestions

## Part 1 – Separation of Aircraft and Tanks

Basically with the release of Ground Forces OBT coming Soon I think that in the main menu **Aircraft and Tanks should be separate**, Just for **ascetics and ease of use**.

For aircraft - Use the old hanger from the good old 1.29 days



And for the tanks to create some form of garage backdrop sort of like World of Tanks, You could even allow users to create their own garage, just like with the current user skin system. This would be a **very popular addition**. You could also provide a selection of **hanger templates** for users with a more incapable computer to run the game neater. Also one for helping people take screenshots of aircraft.



this will give the game a certain authentic feel, at the moment it feels a bit silly having aircraft and tanks sitting in the middle of a taxiway with massive bombers behind them.

Because of these different hangers I would also think it would be a great idea to have **2 separate line ups for Aircraft and Tanks**. A simple button will **switch the Hanger background and your line-up** between Tanks and Aircraft. This is a great idea and just saves so much time rather than switching out tanks and aircraft all the time.

**This feature was in the game back in 1.27/1.29** where underneath the line up there were tabs for aviation and army, For crews you should receive the same amount of crew slots for tanks as you currently own in aviation

I propose that these are added back into the game it should look something similar to this:



You press the button and the line up switches, Obviously the button will only appear for German and USSR for the time being, this button will also help people with the confusion of finding tanks, I've noticed on the forums a lot of **people cannot find where the tanks are**, A small icon in the tech tree saying "army" can be very confusing for some. This **button will also automatically switch the tech tree button to the tank tree just making it a nicer experience** to find tanks and play the game, and very helpful for the mass of people who will inevitably join the game when OBT is launched.

## - For Mixed Battles

Now for the people who want to fly aircraft with the tank, with this system the whole point is that you either drive a tank or you fly a plane, so just simply add a button in the To battle menu, Realistic/Simulator with Tanks. **This way people can easily play ground attack in Human tank missions or can just pick all aircraft RB/SB.**

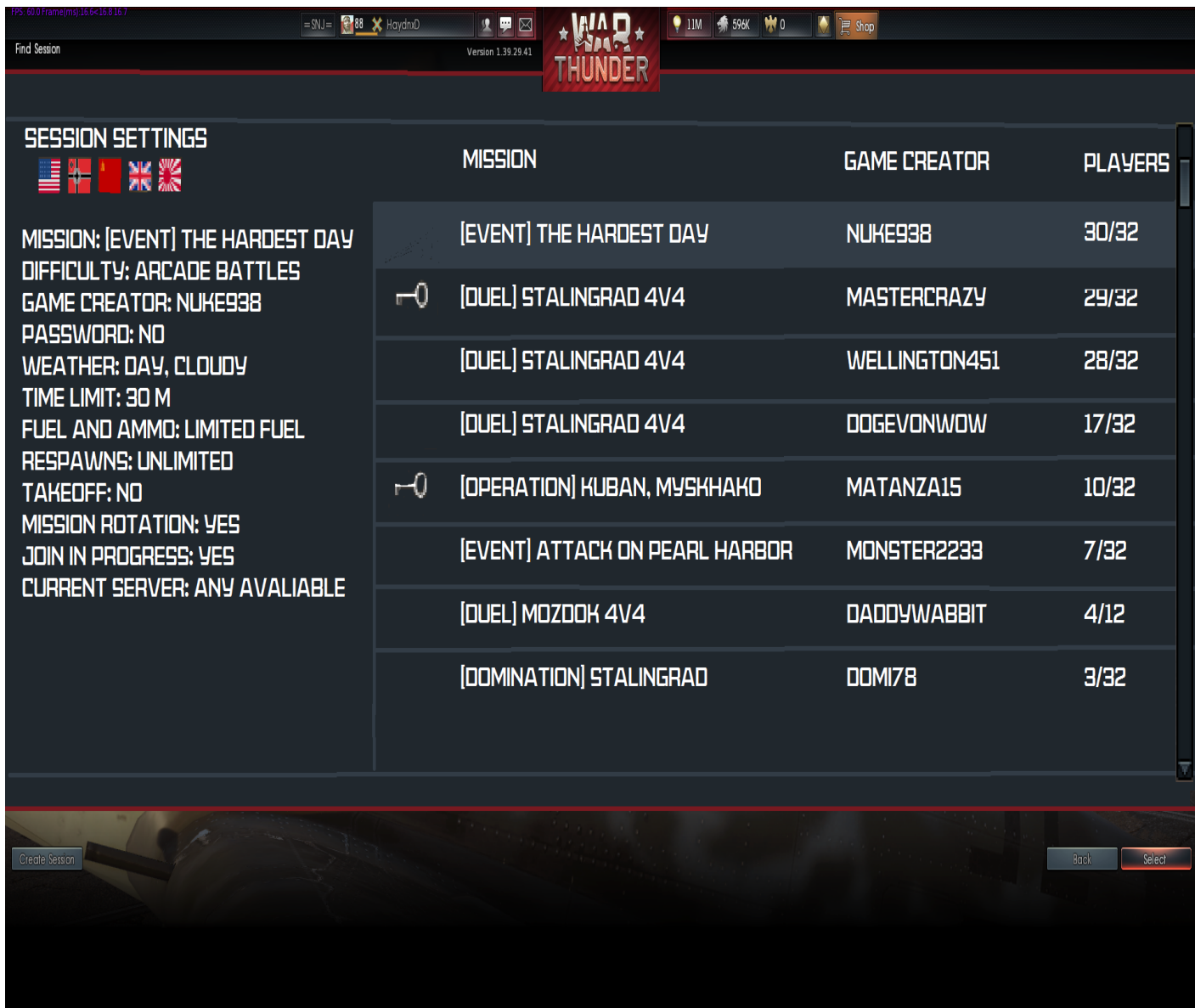


The whole point of this is just making a **nicer interface and user experience**, but also making the game look a lot nicer, and not confuse the new people.

## Part 2 – Custom Battle interface

Currently the **interface for custom battles can be very confusing** for some, The text is way **too small**, and crammed together, it can be very difficult due the **backdrop of the aircraft** as well to see which custom game you have actually selected, due to the colour of the text and the size. The first proposal is when you enter the custom battle menu, **make the backdrop the standard War Thunder blue colour**, This alone makes it so much more **appealing to the eye. And easier to read**. This backdrop change also needs to apply to when you have actually selected a custom game, and the same with the font, It **HAS** to be **bigger and clearer**. I have created a very basic concept for this idea.

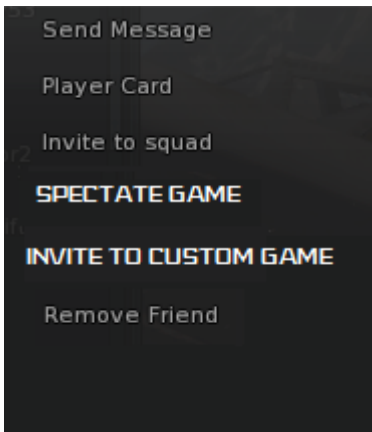




In this new custom battle menu, there would need to be a way to filter out games, A button somewhere and a way to search for usernames to quickly find friends etc.

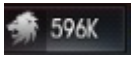
### - Extra feature for Custom battles and Friend List

One feature not related to the interface but would be very useful for custom battles would be another option in the friends list, when you have created your custom battle game is to be able to directly invite players into your game, It can be a **pain, to have to scroll all the way through the list of games** especially with the current layout to find your friends game.



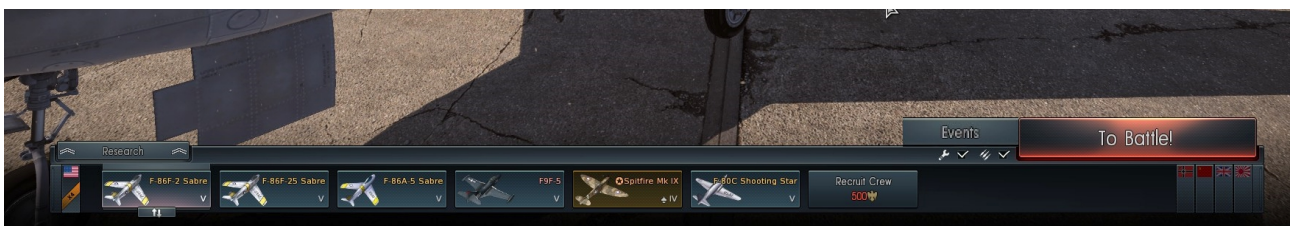
## Part 3 – Lion Display

Just a small change here, I believe that indicator in the top of the main menu displaying how many lions you have should be reverted to like it was in previous updates of the game where it displays the full amount of lions you own, There has been many a time when I go to buy a new aircraft and even though the lions display says I have enough I don't because it is rounded up and shortened, Just simply make it display the full amount of lions, to save confusion, (In the screenshot it displays I have 596K lions when I actually only have 595K lions.)



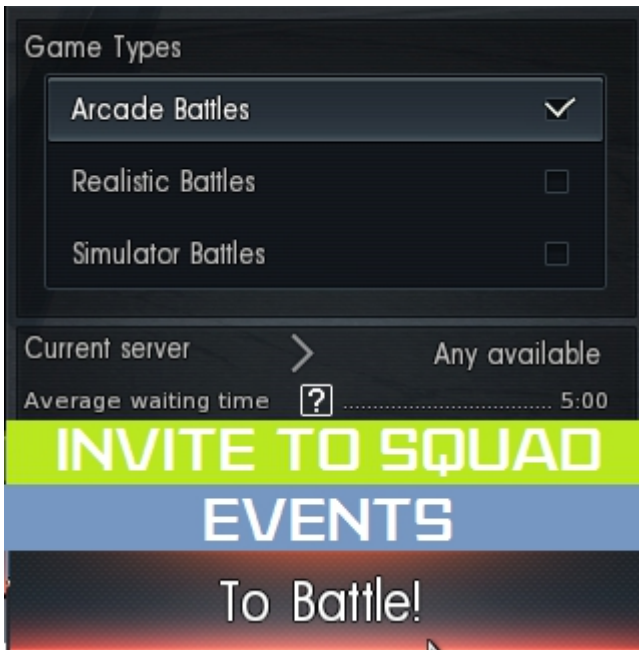
## Part 4 – Events tab

Currently I believe that the events tab is **too small** and in a place where many **people might not see it** as a functional button, I think it should be moved next to the to battle button and increased in size like so;



This will get **more people to see the events tab** and to see it, This should help with queue times in a small way as more people will see the button and click It to investigate what the events feature is.

You could also add the events tab into the actual To Battle Button, Like so;



**This would help even more people find the events tab, And adding the previous features to the to battle button (Mixed game modes)**

If you go down this route then due to the amount of options to pick in the to battle button I believe the To Battle button should be a button you have to actually click and it will bring up a menu for game modes, **Like in 1.27**. This will help users pick what game modes or events they want to play all in one menu, saving confusing and making the general user interface much nicer.

Thank you for reading my suggestions and I hope you find some of them interesting additions to the game, and consider adding them, they will improve player useability and make the game a much nicer experience not just for veterans but for new players as well.

Written by: HaydnxD

Special Thanks to: Pvt\_Pyle and Avarik

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