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screenshotsThe Rumor Mill on Age of Empires III: The Forgotten. The World Creator There's a lot of discussion on the internet about Age of Empires III's World Creator. Today I want to share a bit of information that may be useful to those interested. I set out to capture information from MMO players, so as not to fall in the trap of making some assumption that what worked for one game probably wouldn't work for another. I reached out to people on the Age of Empires discord who regularly played in the World Creator and went over the "fun" with them. Once I had the basics down, I set out to test the feature with a sample of non-player characters. The Process The first thing I did was to load up an existing map (one for which I had the in game model; you'll see it in a moment). I then created a new map from that model using the World Creator. Then I looked at the different types of units and set them on the corresponding skills. I defined a list of skills that were important to me, and assigned them to the different types of units. Then I spent time on each character: what the different options were, the power associated with them, as well as the combinations and unique abilities you could achieve. I wanted to test out the flexibility of the World Creator, and see if it could be used in a way that was fun to me and fun to play, as well as being challenging, and rather unique. At the end of the process, I had a good sample of the different skills and what that could do. When I was finished I then took what worked and made a new scenario based on what I had learned. My Feedback "It's like FTL for creating a universe." - Tsek After playing the game for a couple hours, my feedback was "it's like FTL for creating a universe." The design space and options are great, and allows for a lot of customisation and play. "The UI is insanely confusing." - ColdRazer The UI is unintuitive, and could use some work. I did manage to find a page through the tutorials to get me started, but sometimes it was a pain to find the option I needed. "We don't have an option to name a unit type using the control panel like you can with Warcraft 3 or Starcraft,

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