

Terraforming Mars - Marked Areas Rework

How it currently works

Marked Areas can be placed on top of an area to **reserve** it. Only the owner can place a tile on it.

It does not count as a tile.

For the moment 1 Card (**#066 Land Claim**) & 1 Corporation (**Corporation #26 Arcadian Communities**) can place Marked Areas.

For now Marked Areas use the **3D asset** of the **wall** used in different assets of the game (044, 128,...) & a **2D sprite** of the **Corporation** the user is playing.

Marked Areas do not have the **hexagonal highlight** with the **color** of the **player**. (It might be because they do not really count as tiles, but as areas)

Issues with the actual method

- Using #066 **Land Claim** when **different players** play as the **same corporation**.
When different players are using the **Beginner Corporation**, there is no way to tell who owns the Marked Area, because they share the **same Corporation sprite** that is represented on the Area.



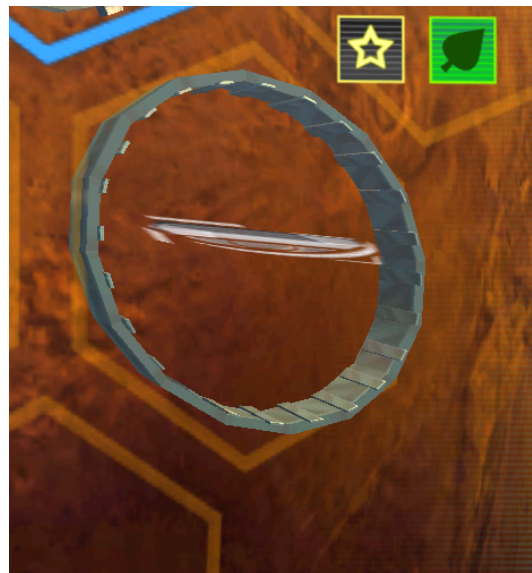
Example of 2 players as Beginner Corporation & example of the Beginner Corporation Marked Area in that game. No way to tell which one owns it.

- **Ressources** on top of a Marked Area **cannot be seen**.
When an area is marked, the resources that could be seen on the area are **not visible** anymore because of the **2D sprite**. The resources can only be seen with a mouse over when placing a tile.
It takes away feedback from the players & can affect their actions.



Same area without & with a Marked Area on it. Plant resource bonus isn't visible when the Marked Area is on top.

- 2D Sprites of Corporation randomly don't load properly.
The **sprites** are sometimes **stretched**, turned **upside down** or **barely visible**. The issue is **not consistent**.



Arcadian Communities 2D sprite getting stretched & turned upside down.

Proposition

I propose to **keep** the **3D** asset of the **wall**, **remove** the **2D sprite**, make the **ressource** present on the tile **visible** for all players & add the hexagonal **highlight** line with the **color** of the **owner** of the **Marked Area**.

It will make it easier for players to understand who the area belongs to & what resources are on it.



Visual example of what the Marked Area should look like when placed on the board, assuming the owner is blue.

When the player is **placing** a **tile** the Marked Area would **change** its **highlight** to the **yellow** highlight, **showing** they **can place a tile** on the **Marked Area**.



If the **tile** has **not** been **placed** on the **Marked Area**. The **highlight** of the Marked Area turns **back** to the **color** of its **owner**.

Issues with the proposition

- The **colored highlight** around the Marked Areas is the **same** one used **for tiles**. Players can mistake it as a tile, and so think that nothing can be placed on it.
- #044 **Natural Preserve** tile looks very **similar** to the **Marked Areas** design proposition.
It is using the same wall 3D asset & the ownership highlight given to tiles.
The difference is that the ground, of the Natural Preserve 3D asset, is darker.
Also Natural Preserve can't show the resources on the area since it's a tile that has already been placed (and claimed the resources)



#044 Natural Preserve tile