

Notes (creative licence taken today). 29/Nov
Wild rifts - found in over world.

Easy to do?

Processors in overworld.

Danymaddox (dany in rest of notes)
- first key always tutorial one.

Special - where player starting.

Danny - RNG can suck

Special - 0 free? chicken vs egg.

for essence

maloki - something important (my brain lost track.)

Something about cow level.

over 0 tear Rifts
neither 5 tear Rifts
end. 10 tear Rifts

→ found around the place.

↓
Side quest

↓
Not 100% needed so
won't put out sky block.

→ stops people running out of essence after a bad run of Rifts.

Rachaelrose - how to stop spawning in base?

Divides by zero - how would it look?
stricken, nature.

Speical - 100% natural. 3x3 chunk
- always spawn in same place thing to see -
maloki - something when it spawns to let player
know.

Spawn like endportals?

world border 10k blocks from spawn would be
about 19 wild rifts give or take.

above end portal at ^{first} sky block.

would allow for finding endportals/Rifts
so you can find them easy.

Start with only over end portal.

end - things that you throw the pearl in to
teleport to the main island.

maybe go for play testing.

- add ender pearls & blaze rods. to tear 0 Rifts.

maloki - set some temp levels for balancing

tier 5 - nether over $\uparrow$

maloki 0-20

Divide by zero - spread rift size increments out over tiers.

Special - each tier Rft something different.

Danny - Rft now size 10 is just too big. (too long to explore).

Side note
add new abilities to chests as a data pack.

New 3by3 poi Idea teleport you anywhere in where in Rft?

teleport you back?

need maps for this?

Some way to tell the player how far into the rift you are.

mobs get harder as you go out?

Zing - 0-9 early game - large change at 5
10-19 late game - massive change at 10 and large change at 15

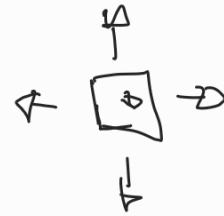
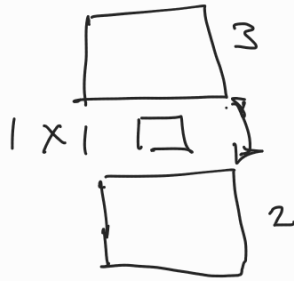
20-25 postgame 20 requires a postgame milestone flag, massive change at 25 to mark that as the hardest possible Rft tier (impossible)

(loosely based on D&D levels vs challenge rating)

unstable, stable and chaos.

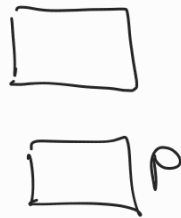
do we want unstable?

stairs in unstable to go up or down?



100% a snowflake.

Portal Room has stairs up and down?



Stable room to exit different levels.



hub world.

Hotting or sea.

Rachaelrose - only think islands would work

if we want it to be expandable by other people / data pack.

Divide by zero - Game framework wise - having a void dimension dimension with an initial "location" and some way to attach areas to it, and data drive the additional of new areas.

like craftmine's system with out the absolutely awful matrix wall mess.

Clame system - just clame the hold hub zone.

divides - enterprise agile sense, a MDT/
multidisciplinary team).

go to inn → rent a room → pocket dimension? →
break wall → actually in a rift.

max rift size? If teleport poi is best
why 20 vs 28? size different?

loot gets better/more the farther in you go?
galactic - prestige mechanic maybe?

divides - player level
best player level is just
used as a req to use
equipment.

Dany - not liking resetting

Special - prestige mechanic
to reward people to
Restart.

make it an admin
command?

use for
Player
Respect.

forget
potion?
easy respite?
Zing- NPC
to pay to reset
you for cheap
(can it be NPC
just hitting you
in the head with
a big club?)

Pay healer?
to get it back?

sizek - admin command first (doesn't need undo)

- It can be exposed to player
(needs an undo)

we have discussions ongoing

Mobs
Rooms
look
mob types

Go input
into convos.



Fire ball!

← sheep jumping
over the wall.