

# **Wanderers of the Rift**

**WEEKLY UPDATE  
2025/04/19**

# Agenda

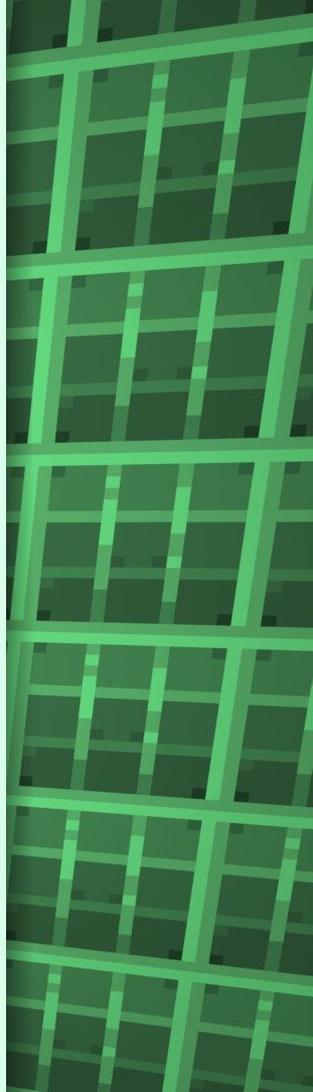
- ❑ Kudos & Recognition
- ❑ Team Updates
- ❑ MVP Updates
- ❑ Build Updates
- ❑ MVP Demo!
- ❑ Brainstorming Updates
- ❑ Q&A

# **Kudos & Recognition**

# **Team Updates**

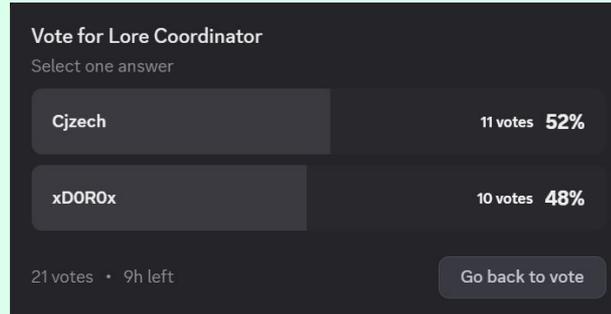
# Welcome!

- ❑ **NickPippens** joins Community Team!
- ❑ **German Coastguard** (re)joins the Dev Team!
- ❑ Two new coordinators! (see Polls Next slide)



# Polls

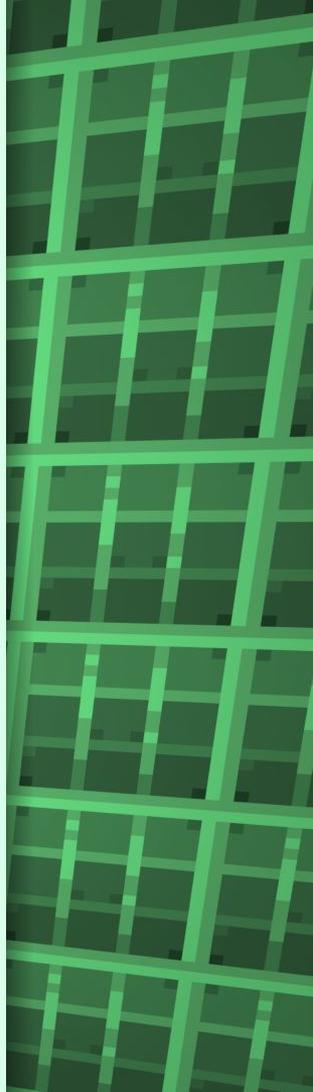
- ❑ Two new coordinators!
- ❑ Cjzech and xDOR0x



- ❑ No Art Coordinator poll, no applications
- ❑ Guild Poll
  - ❑ Yes: Guilds = 0.2.0
  - ❑ No: Guilds shelved
  - ❑ More Brainstorming needed

# Pitch To Feature

- ❑ Contributor Ideas Forum opened
  - ❑ Replaces Future Gameplay Ideas
  - ❑ Open for all of you
  - ❑ Copy Summary or start fresh
- ❑ Pitch Guidelines underway
  - ❑ Living thing
  - ❑ Specialized pitches for consistent content pipeline
- ❑ Feature Forum to be opened this week
  - ❑ Summary of MVP Features

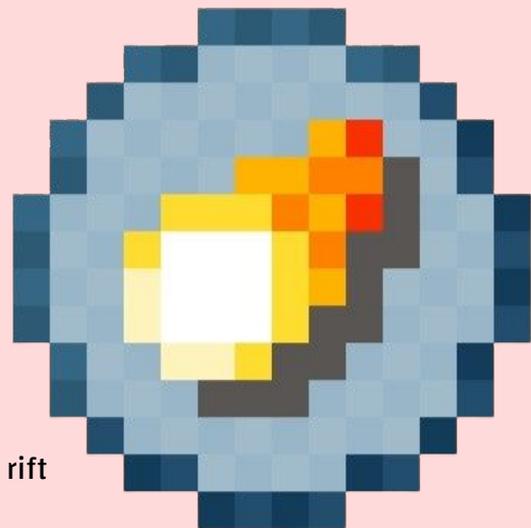




# **MVP Updates**

# MVP Assembly

- ❑ Spent last week focusing on refining core systems to allow for cross-system integration
- ❑ All major systems are merged into main
  - Abilities and Dimension Gen merged in this week
- ❑ Current focus: Integration between systems and optimization of current systems
  - Make Runegems spawn in loot tables
  - Make socketable gear spawn in loot tables
  - Make abilities/ability leveling items spawn in loot tables
  - Add Mob strength and damage increases based on tier of rift
  - Link Objective to the rift
  - Make more Runegems to fill functionality gaps
  - Trial Spawner player detection
  - Generation -> RiftMapper integration
  - Rune Anvil rewrite
  - GitHub Issues for the above tasks will be posted later today



# Build Updates

- ❑ More chaos and unstable rooms popping up
- ❑ Progress ongoing on “Theme Builder” by Bullzey1401

# Brainstorming Updates

- ❑ A LOT of guilds & Factions ideas
- ❑ The core of the lore
  - ❑ Nothing final
  - ❑ Overarching setting of Sci-Fantasy
  - ❑ Overarching themes of exploration, controlling your fate, and environmental devastation/resilience
  - ❑ Concept of guilds and/or rift themes as to why mods exist in the pack
- ❑ New Brainstorms
  - ❑ Hub World
  - ❑ Loot-apalooza



**DEMOS!**



**Q&A**