



Wanderers of the Rift

**WEEKLY UPDATE
2025/06/21**

Agenda

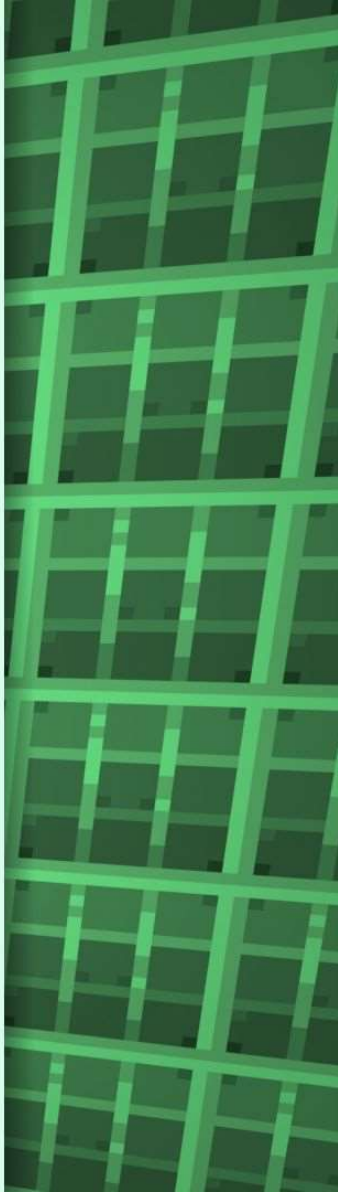
- ❑ Kudos & Recognition
- ❑ Team Updates
- ❑ Release Updates
- ❑ Section Updates
- ❑ Q&A

Kudos & Recognition

Team Updates

Welcome!

- ❏ **Kammymaree**
- ❏ **rachaelrose1212 - Mod Team**





Release Updates



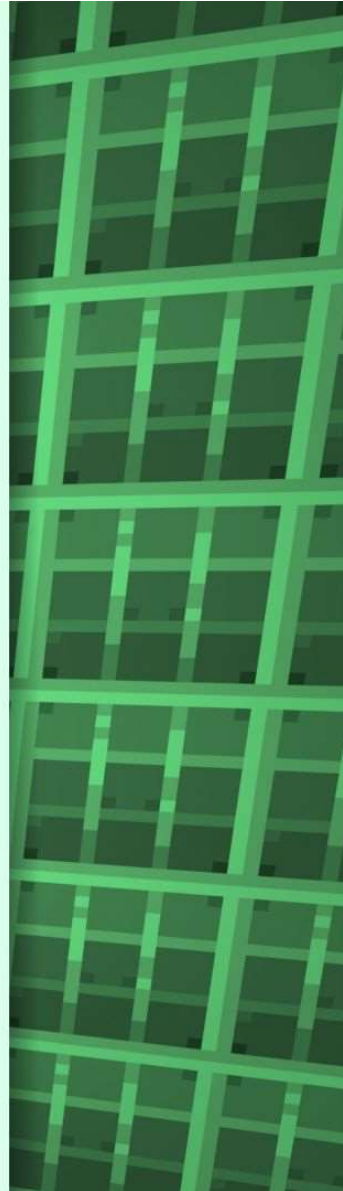
Release 0.1.4: Things Work Again

- ❑ More theme variety
 - Mesa
 - Bees
 - Desert
 - Swamp
- ❑ NoGrav Blocks
- ❑ Rifts work again...



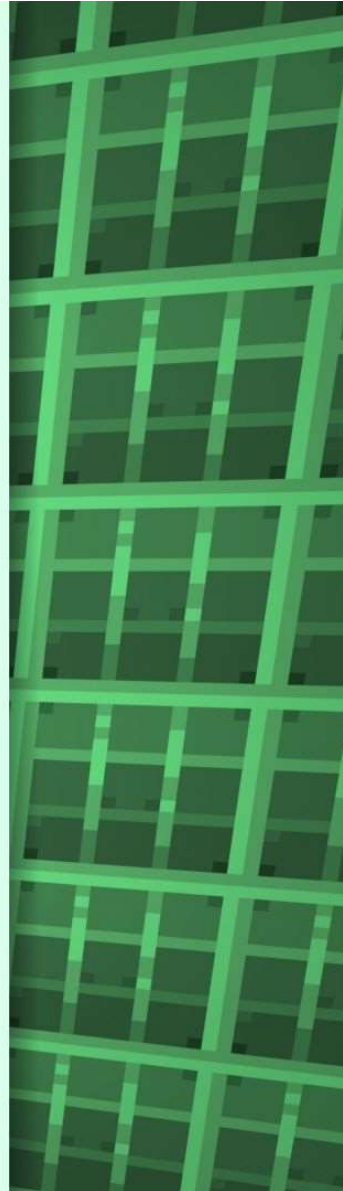
Section Updates

Community updates



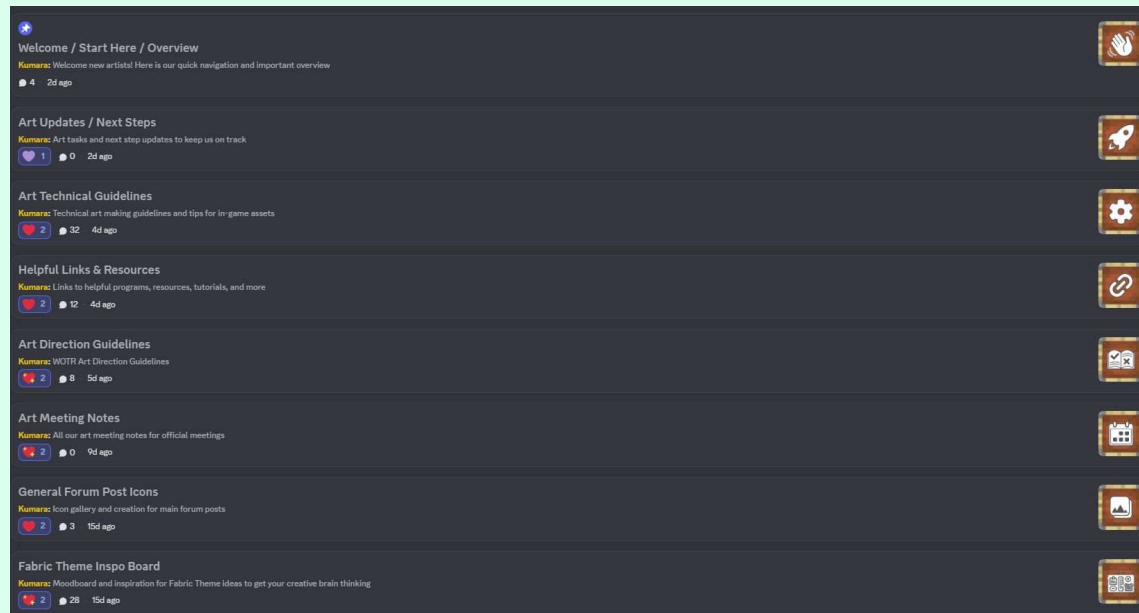
Update from Lore

- ❏ Essence System
 - Vote Tied. We will be working on next steps for this idea.
- ❏ Focus for the week
 - 2 guilds for the 0.2.0 release
 - Hubworld discussions
 - Sages discussion
- ❏ Nothing is sacred, anything can change.
 - Please see Definition of Ready (Pitches to Rework)
 - New ideas always welcome



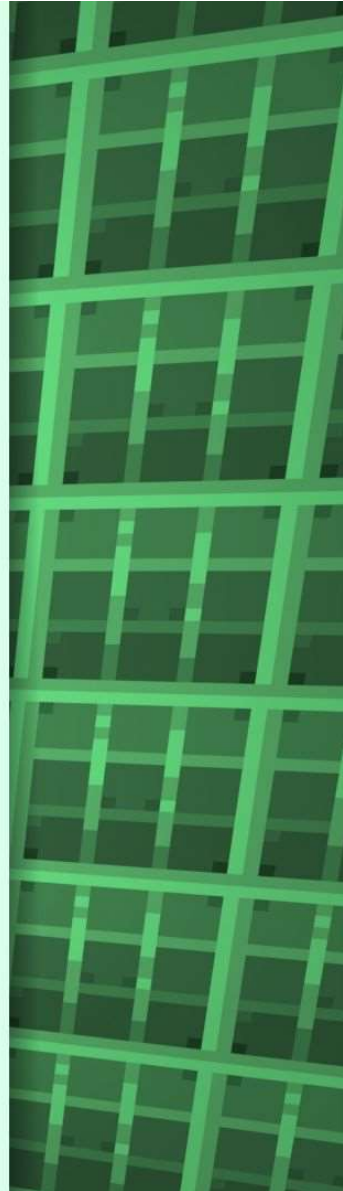
Update from Art

- ❑ No major updates
- ❑ Check #art-bulletin for lots of info from Kumara



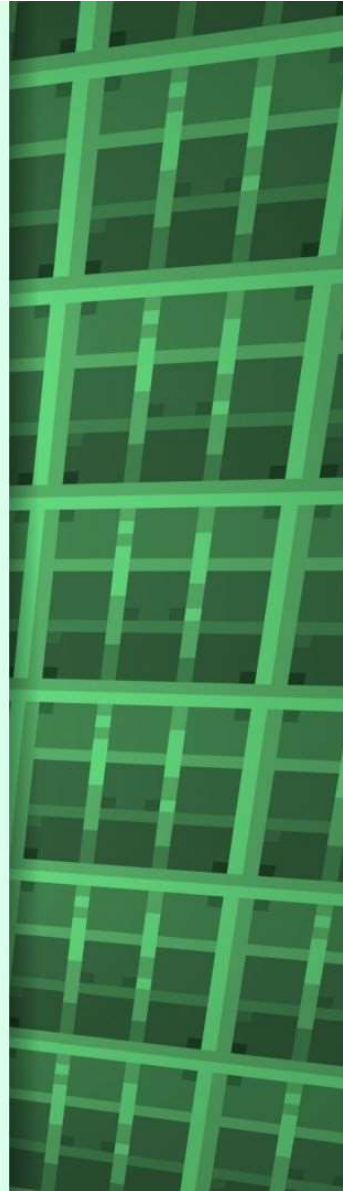
Update from Build


- ❑ New Build Server
 - Make a ticket to gain access
- ❑ Jyu's No Grav Blocks available for Json files (themes/custom processors)
 - Hold off on using in builds



Update from Game Design

- ❑ Essence Crafting
- ❑ Rift Creation
- ❑ Rift Themes and what they should provide
- ❑ MultiPlayer vs SinglePlayer
- ❑ Inspiration Discussion: Soul knight
- ❑ ARPG, MMORPG, CO-OP explanations





Q&A