

Wanderers of the Rift

**WEEKLY UPDATE
2025/03/15**

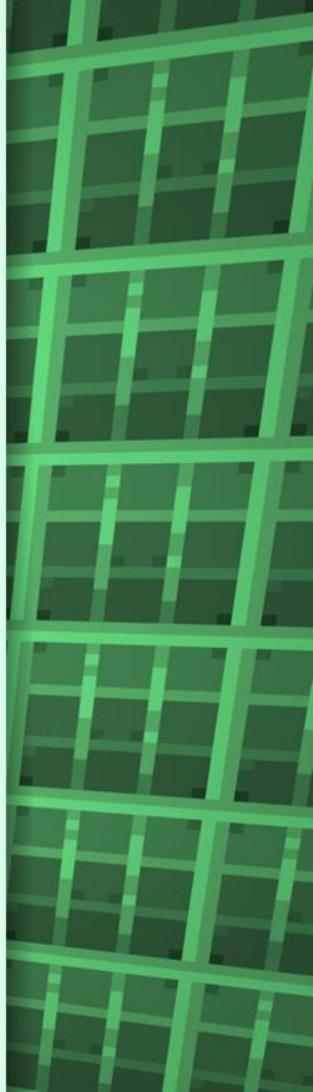
Agenda

- Kudos & Recognition
- Our Values
- Contributor Pipeline
- MVP Updates
 - Polls, MVP Definition, Testing Outline, Demos
- Build Updates
- Theme Discussion
- Hub Room PoC Demo
- Q&A

Kudos & Recognition

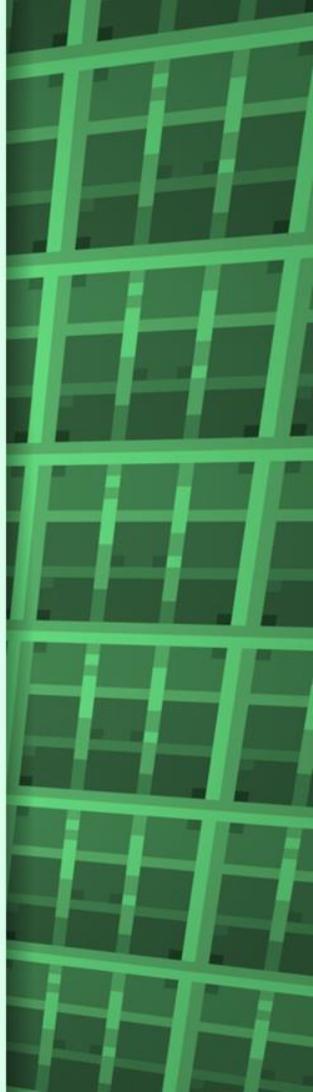
Our Values

- Community Driven
 - Open source
 - Anyone can contribute
 - Polls for decisions & priority ranking
 - Distributed leadership
- Accessibility
 - Play your way
 - Custom configs
- Transparency
 - Open communications
 - No monetary involvement



Contributor Pipeline

- Ticket Received
- Reviewed and discussed by PM's & Coordinators
- Role recommendation is made
- PM sign off give
- Applicant informed and given role(s)

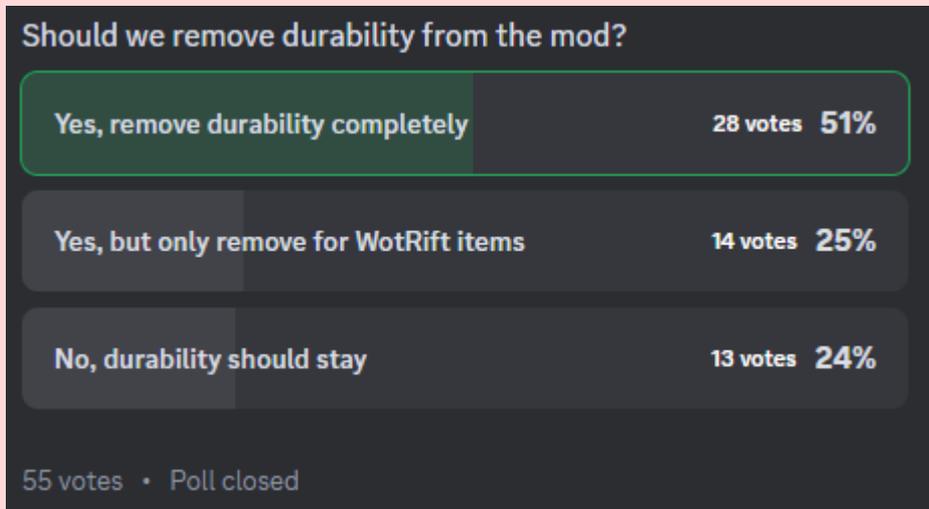


The background features a light green grid pattern that is partially obscured by a large white diagonal shape. The grid lines are thin and spaced evenly, creating a subtle architectural or technical feel. The white shape is a large, irregular polygon that cuts across the grid from the top-left towards the bottom-right.

MVP Updates

MVP Updates - Polls

☐ Durability Poll Results



- ☐ Reminder: Polls can be revisited as we grow and evolve
- ☐ Upcoming: Enchanting, similar to Durability Poll

MVP Updates - Testing (Rough Draft)

- Week long code review
 - Massive proofread
 - Implement optimizations
 - Bug testing
- Week long contributor alpha
 - Bug hunt
 - Create testing tasks, documentation
 - May result in more development
- Expanded alpha test
 - Collect feedback
 - Testing task survey

The image features a central white pentagon with a pointed top and bottom. Inside the pentagon, the word "DEMOS!" is written in a large, bold, black, sans-serif font. The background consists of several overlapping, semi-transparent grid patterns in various colors: teal, red, yellow, purple, and green. The grids are arranged in a way that they appear to be layered, with some overlapping others, creating a vibrant, multi-colored effect.

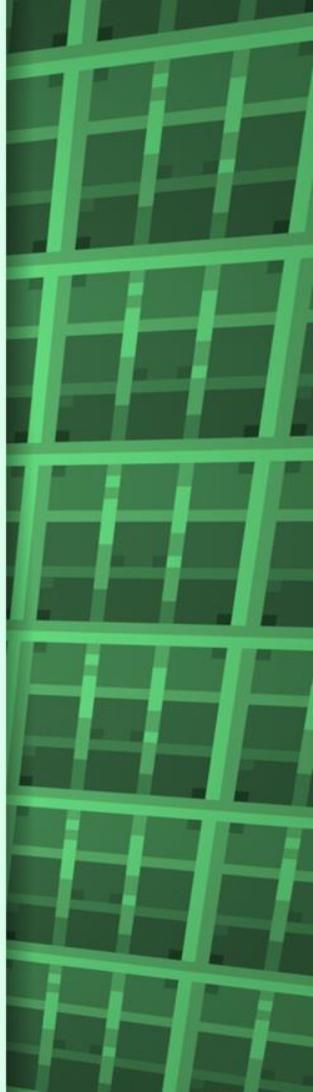
DEMOS!

Build Update

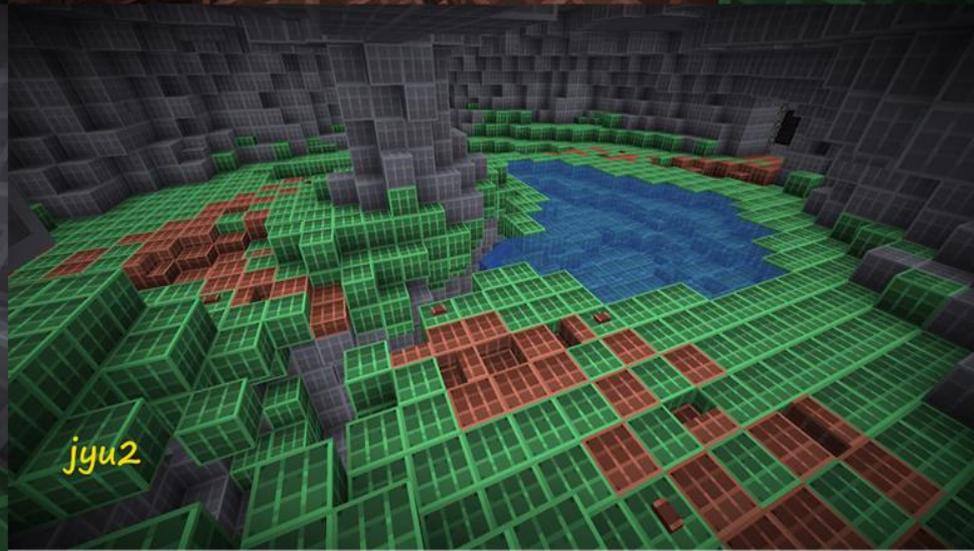
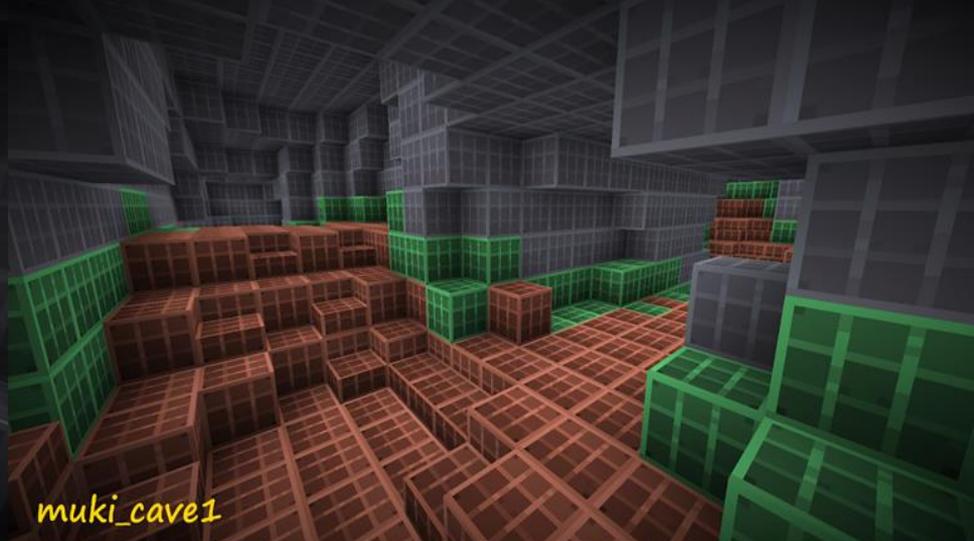
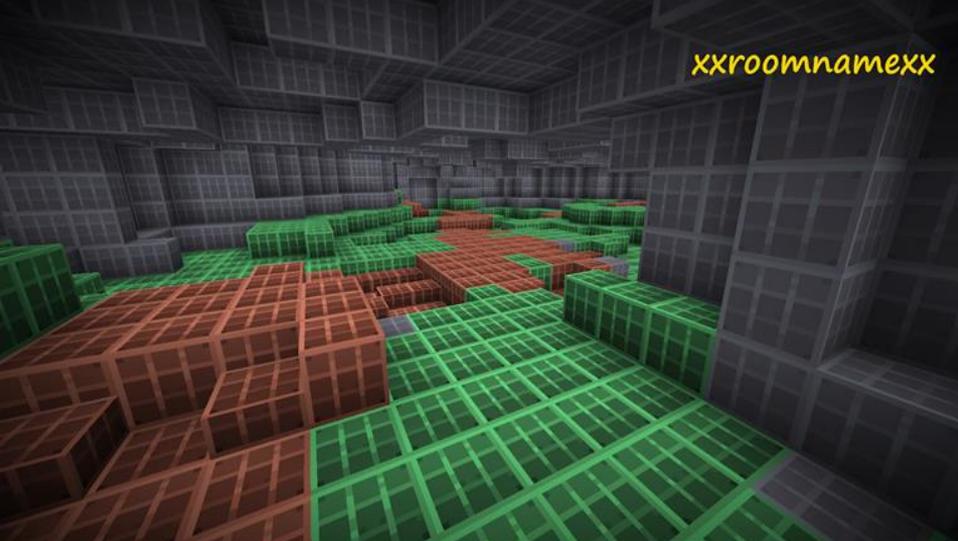
❑ Technical Aspects & Guidelines

- ❑ Grid size 15; all rooms have sizes that are multiples of this number, stable being (3x3x3).
- ❑ Build with processor blocks, change based on theme
- ❑ Stable rooms: which are 47 blocks in all dimensions
- ❑ Unstable and Chaos rooms, various sizes, harder to navigate, more chaotic.
- ❑ POIs fill the rooms with chests and spawners.
- ❑ The MVP will mainly feature Stable rooms and POIs, with maybe a bit of chaos and instability.

- ❑ Build event was a massive success and another will be happening this Monday focused on POIs









tavern



spiraling_snake



grimm_caves



ruined_bridge



Themes Discussion

Pack Themes Discussion Notes

- Resource Pack Template?
- Theme informs the lore
- Rifts are “whacky & wild”
- Is the theme just everything and anything?
- Forum will be created to generate theme ideas much like our name thread. Top 10 then will be put to a vote via a poll.

Hub Room PoC Demo



Q&A