

Wanderers of the Rift

**WEEKLY UPDATE
2025/05/03**

Agenda

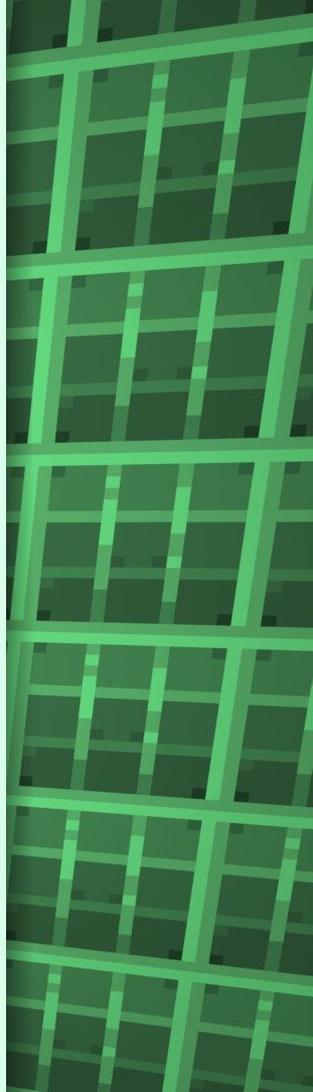
- ❑ Kudos & Recognition
- ❑ Team Updates
- ❑ MVP Updates
- ❑ Build Updates
- ❑ Brainstorming Updates
- ❑ Q&A

Kudos & Recognition

Team Updates

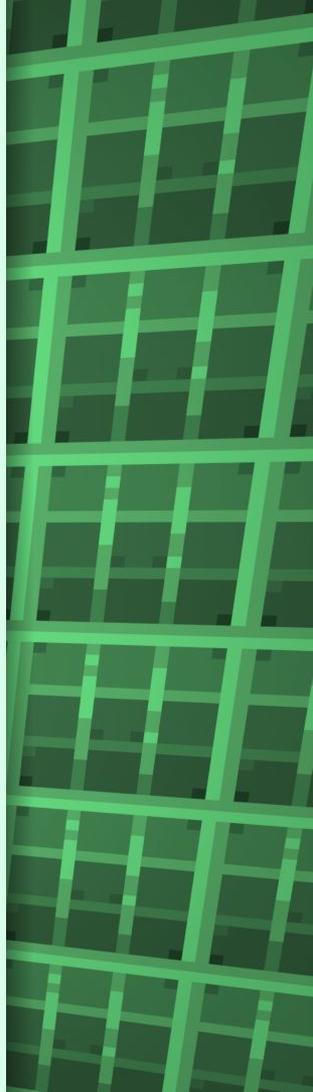
Welcome!

- ❑ Shinn - Project Member
- ❑ TuesdayGood - Community and Art
- ❑ NarcoleptiCheeta - Lore



Poll updates!

- ❑ Exciting Art updates coming!
 - Art Coordinator Poll to be finalized.
 - Conversation with them pending.





MVP Updates

MVP Assembly

- ❑ Rune Anvil Rewrite
- ❑ New Key Forge Model
- ❑ Added Socketable Gear and Gems to Loot Tables
- ❑ Basic difficulty increases

What's Left?

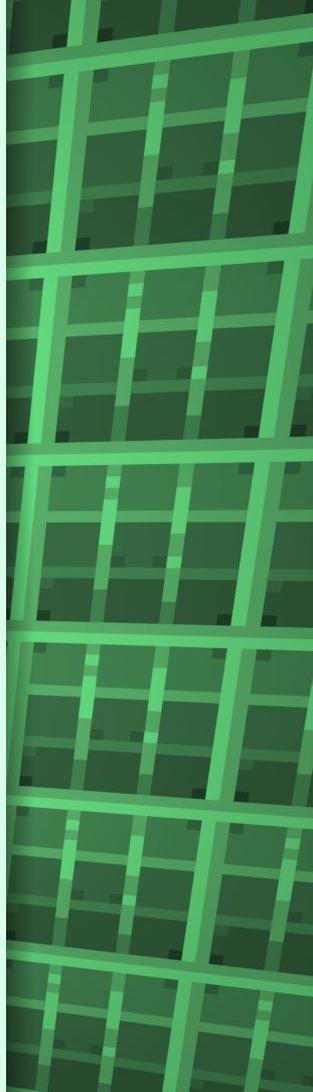
- ❑ Link Objectives to Rift - Will merge today
- ❑ Ability items in Loot tables - Will merge today
- ❑ Drop higher level abilities in higher tier rifts
- ❑ Make all vanilla gear socketable
- ❑ Trial Spawner Player Detection Fix

Build Updates

- ❑ Forest Theme and Noir theme
- ❑ More POIs added!
- ❑ Datapacking added
- ❑ Build Event Monday (Review focus)
 - Check discord events for time

Brainstorming Updates

- ❑ Loot turned into a chest type brainstorm
 - Chest Slicing not the default?
 - Different chests have different challenges?
 - Damage chests to get lootsplosions?
- ❑ Vein Miner
 - Poll coming soon
 - Relevance down if no Chest Slicing?
- ❑ Hub World
 - To be converted in a poll.





DEMOS!



Q&A