Wanderers of the Rift

PERIODIC UPDATE
2025/11/15

Agenda

- ❏ Kudos & Recognition
- ❏ Release Updates
- ❏ Team Updates & Current Tasks
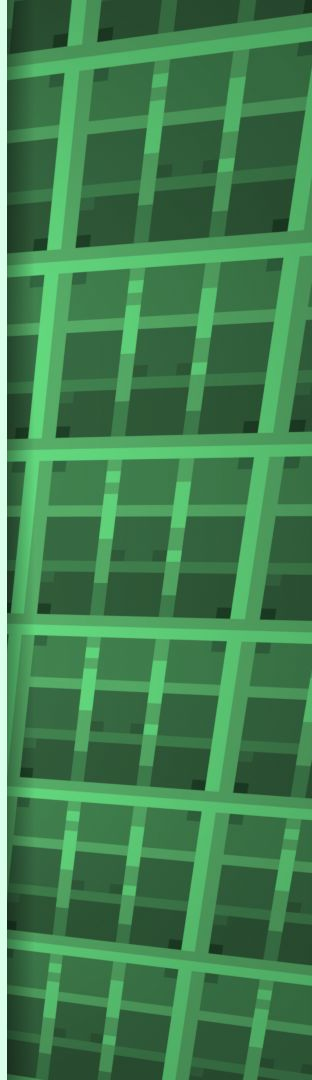- ❏ Q&A
- ❏ Recap

Kudos & Recognition

Welcome!

❏ Family - Docs, Mod Dev

UTC +1

See intro here

Release Updates

0.2.1 Release

❏   Project team files available this weekend!
❏   Contains updates for guilds, content
    adjustments, and bug fixes
    ❏   Check out [the release notes](#)!

0.3.0 Planning!

- ❏ Working title: The Rift Expansion Update!
- ❏ [Proposal](#) to see what we're currently working towards
  - ❏ Participate in brainstorming, pitch prep, and voting

Pitch to Feature!

- ❏ Reopened!
  - ❏ See details here
- ❏ Typical process
  - ❏ Brainstorm
  - ❏ Pitch Prep/Refinement*
  - ❏ Voting*
  - ❏ Implementation*
  - ❏ Add Content
    - ❏ Focus on feature mechanics, not content!
    - ❏ *Content brainstorming in background

Updates & Tasks

Art Update

- ❏ Guide published on <u>music theory</u>
  - ❏ Use for composing music
  - ❏ Use for critiquing music

- ❏ Poll for art assets has concluded

Art Gallery/Poll winners

whale and
Breadcrumb5550

Sp3cialK

Sp3cialK

Art Tasks

- [ ] [Theme Pallette](#) Blocks
    - [ ] Purple Velvet
    - [ ] Blue Velvet
    - [ ] (other dye colors) Velvet
    - [ ] Marble (has submission)
    - [ ] Ashwood (logs and planks/variants)
    - [ ] Brass (block and ingot)
- [ ] [Runegem Geode Sound](#)
- [ ] [Rift Theme Music](#)
- [ ] [Art for the website](#)

Pack Tasks

- ❏ Provide pack feedback
  - ❏ Internal feedback event in ~24 hours!
  - ❏ 0.2.1 Multiplayer feedback focus
  - ❏ Low/No extra mod feedback for loot volume
- ❏ Expand data pack content
  - ❏ Runegems
  - ❏ Abilities
    - ■ Documentation now available!

Design Update

- ❏ GDD Draft Accepted
- ❏ Loot, Loot, Loot
- ❏ Many active Idea submission discussions
  - ❏ Inventory
  - ❏ Special Rooms
  - ❏ Loot Goblins
  - ❏ Champion Mobs
  - ❏ Boss Mobs

Design Tasks

- ❏ Idea Submission
    - ❏ Loot Goblins
    - ❏ Champion Mobs
    - ❏ Boss Mobs
    - ❏ Special Rooms
    - ❏ Rift Style
- ❏ Pitch Prep
    - ❏ Loot
    - ❏ Mobs

Dev Update

- ❏ 0.2.1 release!
- ❏ Dev meeting within the hour!
  - ❏ 0.2.X
  - ❏ 0.3.0
  - ❏ Refactoring

Dev Tasks

- ❏ Review 0.3.0 proposal
  - ❏ New issues coming soon!
- ❏ Organizational Tasks
  - ❏ Code Review/etc.

Build Update

- ❏ Server Updated to v0.2.0

- ❏ Server Migrated to new host

- ❏ Reviewing v0.2.x [Build Feedback](#)

Docs Update

- ❏ Published
    - ❏ General Meeting 11/01/25
    - ❏ Design Meeting 11/01/25
    - ❏ Dev Meeting 11/01/25
    - ❏ Design Meeting 11/09/25
- ❏ Updated
    - ❏ Datapack Format Abilities

Docs Tasks

- ❏ [Glossary Update](#)
- ❏ [FAQ for new wanders](#)
- ❏ [Discord Structure rundown](#)
- ❏ [Add Missing Polls](#)
- ❏ …Meeting Notes
- ❏ …Discussion Summaries
- ❏ [Website](#) - Rough Drafts

Q&A

Next Steps & Takeaways

- ❏ Recognized contributors
- ❏ Discussed the 0.2.1 update
- ❏ Shared 0.3.0 focus
- ❏ Pitch to Feature Returns!
- ❏ Shared updates for each area
- ❏ Outlined how to get involved
- ❏ Answered questions & feedback