

# **Wanderers of the Rift**

**PERIODIC UPDATE  
2025/09/20**

# Agenda

- ❑ Kudos & Recognition
- ❑ Leadership Updates
- ❑ Discord Layout
- ❑ Design Direction
- ❑ Team Updates
- ❑ Q&A
- ❑ Recap

# **Kudos & Recognition**

# Welcome!

- ❏ [jaai.](#) - Mod Dev
- ❏ [FabianButHere](#) - Mod Dev
- ❏ [Introduction](#)

He/Him, Germany, and learned in AI and CS

# Leadership Changes

## ❏ Additions

- ❏ Lins & WarrenGore - Project Leadership
- ❏ Sp3cialK - Game Design Direction

## ❏ Restructuring

- ❏ Several leadership roles have been removed as part of our effort to streamline responsibilities and provide clearer direction.

## ❏ Departures

- ❏ Kumara - Art Direction
- ❏ Req - Community Navigator

# Leadership Team

## ❏ Project Leaders

- |                     |                                   |
|---------------------|-----------------------------------|
| ❏ andydirk          | Project Management & Organization |
| ❏ Xverion           | External Coordination             |
| ❏ <u>Lins</u>       | Community Health and Growth       |
| ❏ <u>WarrenGore</u> | Project Ops and Coordination      |

## ❏ Navigators

- |                          |                      |
|--------------------------|----------------------|
| ❏ Melancholic Adventurer | Art                  |
| ❏ Wout                   | Build                |
| ❏ CyberDay               | Pack Dev Architect   |
| ❏ <u>Sp3cialK</u>        | Game Design Director |

# Project Organization

- ❑ Inactive Contributor Handling
  - ❑ Moved “inactive” contributors to Member only role
  - ❑ Always welcomed to re-apply for contributor roles.
- ❑ Discord Layout Improvements
  - ❑ New member space for those who want to stay up to date without contributing directly
  - ❑ Added info spaces to provide key details for people as they first join the server.



# Discord Layout

- ❏ **Members**      Role for inactive or update-only
- ❏ **Welcome**      Landing space, Project Info
- ❏ **Community Lounge**      Off topic fun, not project related
- ❏ **Project Hub**      On topic public info and tickets
- ❏ **Contributor Hub**      For contributors only  
Updates for announcements and activity  
Chat for general internal project discussion  
Resources for quick reference and internal links



# Game Design

- ❑ New Role React to get the '[Design](#)' role
- ❑ Meetings Pick your [times](#)
- ❑ Current Focus Design [Pillars](#)  
(foundation / vision, complete by Sept 29)
- ❑ Next [Player Experience](#) Statement  
(fantasy, verbs, emotions)
- ❑ Contribute [React](#), suggest edits,  
submit new pillars, analyse
- ❑ Library [Other games](#) write ups



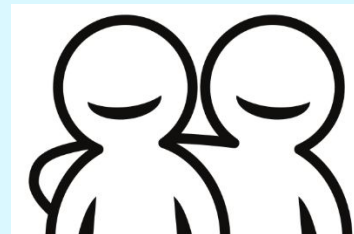
# **Release Updates**



# **Team Updates**

# Guides Update

- ❑ Guides - assist new contributors get up to speed with the project
- ❑ Guide interest meeting was held Sept 13th
- ❑ Putting finishing touches in place
  - ❑ Role ✓
  - ❑ Guidelines
  - ❑ Guide Spreadsheet
- ❑ Targeting next week for Guide applications
- ❑ Interested in getting a guide to re-engage in the project? Enter a ticket!



# Art Update

## ❑ Current Tasks

### ❑ [Discord Emojis](#)

- ❑ High Priority, Normal Priority, Low Priority, Art, Pack, Dev, Build, Community, Docs

### ❑ [Mob Models](#)

- ❑ Skeleton and Zombie

### ❑ [Station UI](#)

- ❑ Key forge, Ability Bench, Rune Anvil



## ❑ Contributions

### ❑ Meadow Mobs

- ❑ [Zombie](#)
- ❑ [Skeleton](#)

### ❑ Nether Mobs

- ❑ [Zombie](#)
- ❑ [Skeleton](#)

### ❑ Color Mobs

- ❑ [Zombie](#)
- ❑ [Skeleton](#)

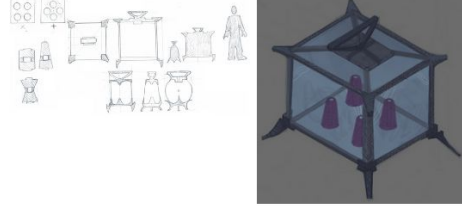
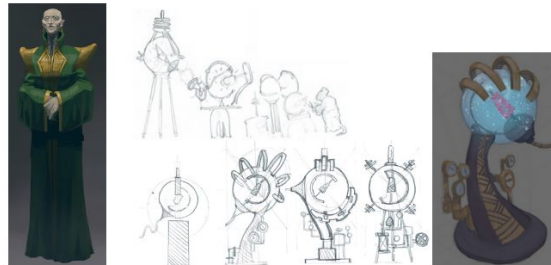
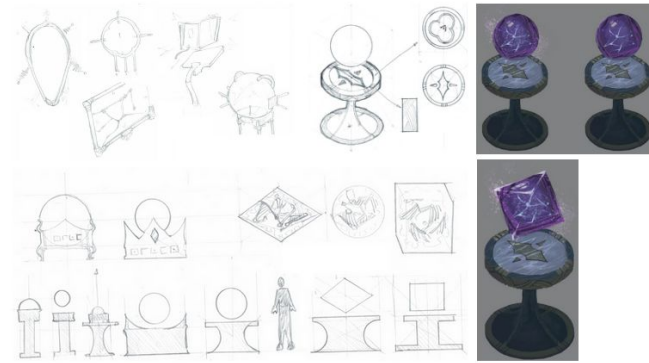
### ❑ Academy of Threads

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Characters [1](#), [2](#), [3](#), [4](#), [5](#), [6](#), [7](#)

Operations [1](#), [2](#), [3](#), [4](#), [5](#), [6](#)

# Art Gallery





# Mod Dev Update

- ❑ Set priorities on existing issues
- ❑ Updated [development](#) and [issue](#) tracking feeds within Discord
- ❑ Targeting a 0.1.5 release, then expand newer features

## ❑ Mod Updates

- ❑ Abilities
  - ❑ Non-mana Based Costs
  - ❑ Toggle Abilities
  - ❑ Trigger-based Abilities
  - ❑ Specific Ability Modifiers
  - ❑ Persistent Abilities
- ❑ Quest giver
- ❑ Gear Additions
- ❑ ¡Refactoring!
- ❑ And more!



# Mod Dev Update (Moving Forward)



## Focus

-  Clean up any outstanding bugs
-  Guilds
-  Quests
-  Anomalies
-  Data pack expansion



## Contribute

-  Check out the [wotr-mod](#) and [motr](#) GitHub issues lists
-  Questions? Ask WarrenGore

# Docs Update

## ❑ Focus

- ❑ Help write data pack documentation
- ❑ Help summarize Discord posts
- ❑ Work on [Guide Book](#) (in game)/WotR Guide (online)

## ❑ Contribute

- ❑ Check out the [GitHub issues list](#)
- ❑ See Discord [docs-tasks forum](#)
- ❑ Questions? Ask WarrenGore

# Build Update

- ❑ Guild buildings - place for phase 1 guilds to exist
- ❑ Focus
  - ❑ Guild buildings
  - ❑ Reaching goal numbers
- ❑ Contribute
  - ❑ Create more rooms, POIs, or guild buildings based on goals to the right
  - ❑ [Review builds](#) already completed



General Guild - jyu

# Build Update (Stats/Goals)

## ☐ Stats, Goals

### ☐ Rooms:

- ☐ Stable: 19, good ✓
- ☐ Unstable: 11, 3 more
- ☐ Chaos: 38, 5 more
- ☐ Portal: 2, 2 more

### ☐ POIs:

- ☐ Free: 164, good ✓
- ☐ Halfway: 42, 10 more
- ☐ Ceiling: 47, 7 more
- ☐ Inwall: 41, 11 more
- ☐ Portal: 6, good ✓

### ☐ Themes: 13, good ✓

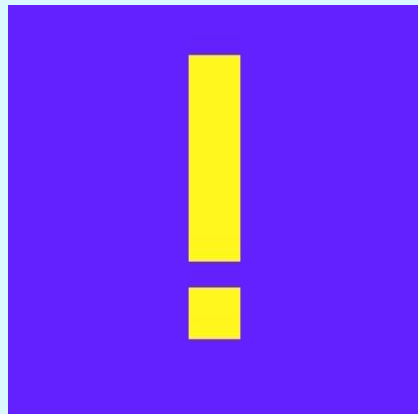
### ☐ Guild Buildings: 3, more please



All the fish - rachaelrose1212

# Lore Update

- ❑ Holding off on Lore topics for now
- ❑ Focus
  - ❑ Quests - build out and assess current functionality
- ❑ Contribute
  - ❑ Creating and testing quests, providing feedback





# Pack Dev Update

- ❑ Current Status
  - ❑ Updates applied to current mods; holding on finalizing until a new build is ready.
- ❑ Mod Ecosystem
  - ❑ A few mods catching up, but most major ones are still waiting on 1.22 updates.
- ❑ Next Steps
  - ❑ Monitor for needs or gaps that need to be filled.
  - ❑ Release a new version only when meaningful updates are ready on the WoTR side.





**DEMOS!**



# Q&A

## Next Steps & Takeaways

- ❑ Recognized contributors
- ❑ Reviewed organizational changes
- ❑ Shared updates for each area
- ❑ Introduced guide process
- ❑ Outlines how to get involved
- ❑ Answered questions & feedback