



Wanderers of the Rift

**WEEKLY UPDATE
2025/04/12**

Agenda

- ❑ Kudos & Recognition
- ❑ Pitch to Feature & Polls
- ❑ MVP Updates
- ❑ Build Updates
- ❑ Demos?
- ❑ Brainstorming Updates
- ❑ Q&A

Kudos & Recognition

Pitch to Feature & Polls

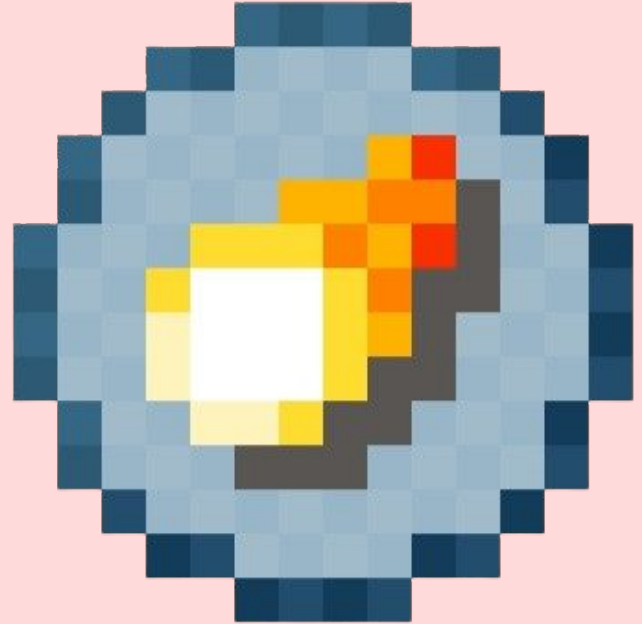
- ❑ Example Pitches from already brainstormed areas
 - ❑ Ability System, Rune Gem, Rift Key Creation, Hub World
- ❑ Polls
 - ❑ Monetary Involvement
 - ❑ Cost Recovery + War Chest with Charity Overflow
 - ❑ 76% (37/49)
 - ❑ Lore Coordinator
 - ❑ Cjzech & xDOR0x
 - ❑ Vote will be set up late today
 - ❑ Art Coordinator Applications?



MVP Updates

MVP Assembly

- ❑ Merging and clean up!
- ❑ Abilities stable and MVP ready
- ❑ Dimension generation polish
- ❑ Implicits implementation for gear started



Build Updates


- ❑ Upcoming Events
 - ❑ Monday Build & Chill (EU Evening)
 - ❑ Wednesday Build & Chill (US East Evening)
- ❑ Tutorial Complete!
 - ❑ In MDBooks
- ❑ More Rooms = More Variety in MVP
- ❑ Mod update
 - ❑ New Blocks
 - ❑ Offline Templates

Brainstorming Updates

- ❑ Hub world Summary
 - ❑ Bridge between Overworld and rift dimension
 - ❑ Place for player to interact with npc groups or other structures
 - ❑ Changes/grows with player progression and interaction
 - ❑ Accessible
- ❑ Guild/Faction Summary
 - ❑ Guild is friendly, Faction is hostile (general consensus)
 - ❑ Different types/focuses that have different themed rewards. (trading, research, quests, etc.)
 - ❑ Player can progress with each guild without being locked out with others.
- ❑ Value Detail Discussion
 - ❑ Posted in community forum but would like input from everyone



DEMOS!



Q&A