

Wanderers of the Rift

**WEEKLY UPDATE
2025/04/19**

Agenda

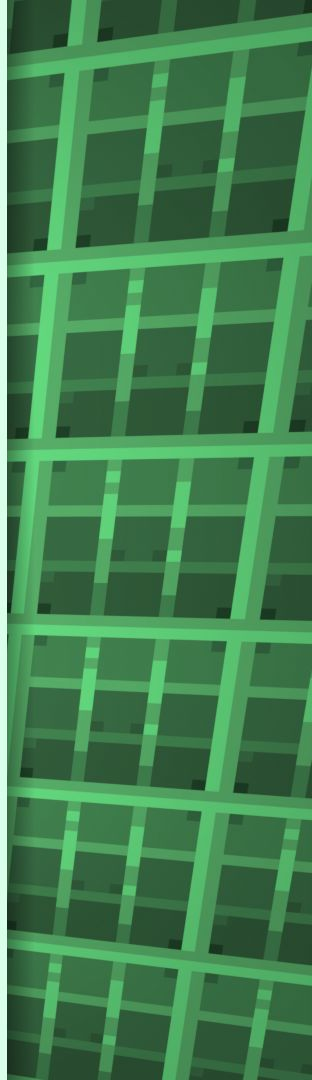
- ❑ Kudos & Recognition
- ❑ Team Updates
- ❑ MVP Updates
- ❑ Build Updates
- ❑ MVP Demo!
- ❑ Brainstorming Updates
- ❑ Q&A

Kudos & Recognition

Team Updates

Welcome!

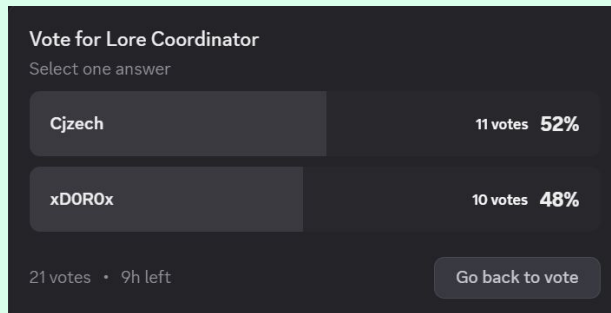
- ❑ **NickPippens** joins Community Team!
- ❑ **German Coastguard** (re)joins the Dev Team!
- ❑ Two new coordinators! (see Polls Next slide)



Polls

❑ Two new coordinators!

- ❑ Cjzech and xDOR0x



❑ No Art Coordinator poll, no applications

❑ Guild Poll

- ❑ Yes: Guilds = 0.2.0
- ❑ No: Guilds shelved
- ❑ More Brainstorming needed

Pitch To Feature

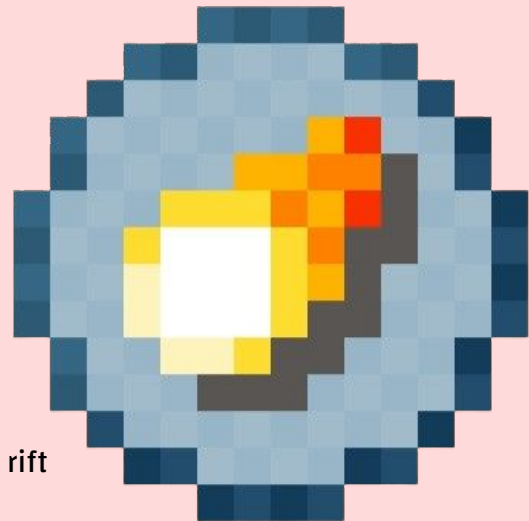
- ❑ Contributor Ideas Forum opened
 - ❑ Replaces Future Gameplay Ideas
 - ❑ Open for all of you
 - ❑ Copy Summary or start fresh
- ❑ Pitch Guidelines underway
 - ❑ Living thing
 - ❑ Specialized pitches for consistent content pipeline
- ❑ Feature Forum to be opened this week
 - ❑ Summary of MVP Features



MVP Updates

MVP Assembly

- ❑ Spent last week focusing on refining core systems to allow for cross-system integration
- ❑ All major systems are merged into main
 - Abilities and Dimension Gen merged in this week
- ❑ Current focus: Integration between systems and optimization of current systems
 - Make Runegems spawn in loot tables
 - Make socketable gear spawn in loot tables
 - Make abilities/ability leveling items spawn in loot tables
 - Add Mob strength and damage increases based on tier of rift
 - Link Objective to the rift
 - Make more Runegems to fill functionality gaps
 - Trial Spawner player detection
 - Generation -> RiftMapper integration
 - Rune Anvil rewrite
 - GitHub Issues for the above tasks will be posted later today



Build Updates

- ❑ More chaos and unstable rooms popping up
- ❑ Progress ongoing on “Theme Builder” by Bullzey1401

Brainstorming Updates

- ❑ A LOT of guilds & Factions ideas
- ❑ The core of the lore
 - ❑ Nothing final
 - ❑ Overarching setting of Sci-Fantasy
 - ❑ Overarching themes of exploration, controlling your fate, and environmental devastation/resilience
 - ❑ Concept of guilds and/or rift themes as to why mods exist in the pack
- ❑ New Brainstorms
 - ❑ Hub World
 - ❑ Loot-apalooza



DEMOS!



Q&A