

# **Wanderers of the Rift**

**WEEKLY UPDATE  
2025/04/05**

# Agenda

- ❏ Kudos & Recognition
- ❏ Polls
- ❏ Pitch to Feature Implementation
- ❏ MVP Updates
  - Assembly
- ❏ Demos
- ❏ Q&A

# **Kudos & Recognition**

# Polls & Discussions



## Results

- MVP Wall POI Depth
  - In the wall & halfway (43%)
- Theme Poll Results
  - Fabric/Cloth/Weaving (69%)NICE



## Monetary Poll Options

- Strict Non-Monetary Policy
- Cost Recovery + Charity Overflow
- Cost Recovery + War Chest + Charity Overflow
- Cost Recovery + War Chest + Limited Paid Roles (Post-MVP)





## Lore Coordinator Application

# Pitch to Feature Implementation


- ❑ Implementation ongoing
- ❑ Writing guidelines on a good pitch
- ❑ Writing other usage guidelines


~#~ WotR Feature Development ~#~ ▾

 pitch-to-feature-process

 contributor-ideas

 feature-pitches

 feature-development

 feature-polls



# **MVP Updates**

# MVP Assembly

- ❑ GeckoLib Introduced for Projectile Rendering - Patrigan
- ❑ SoundEffects, Predicates, AttachEffect and other various improvements to Abilities - DividesByZero (Hero?)
- ❑ Attribute support for Abilities - Wagoogus and Divides by Zero
- ❑ **Fireball, Dash, Group Heal Functional**
- ❑ **Rift Key to Dimension Gen connection** - řízek
- ❑ Ambient Lighting in Rift Dimensions - řízek
- ❑ Rift Open Sound - DividesByZero
- ❑ Ongoing: New Processor blocks for builders - Donoraffe

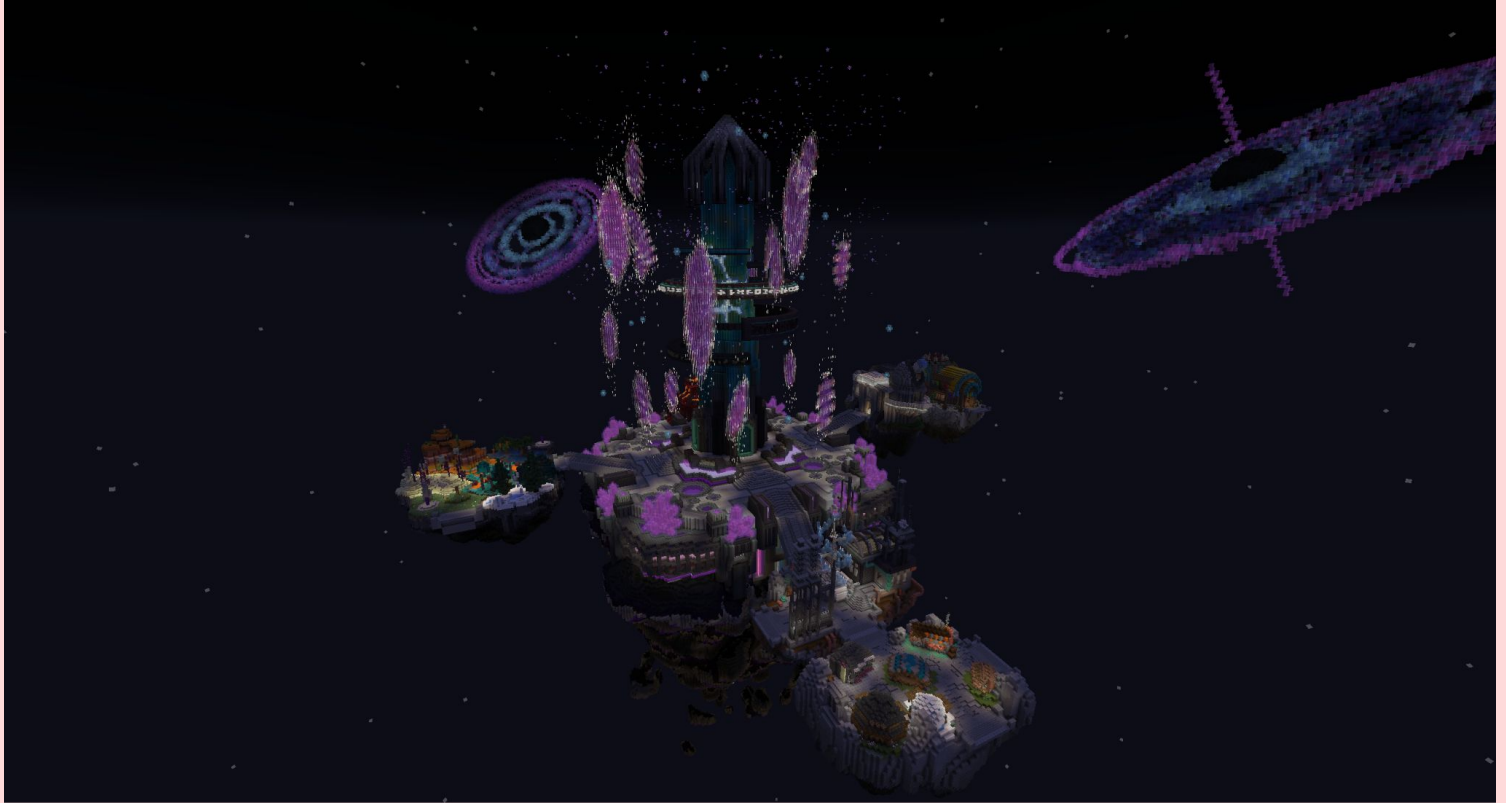





**DEMOS!**



# Sp3cialK Rift Hub PoC





# Q&A