

# **Wanderers of the Rift**

**WEEKLY UPDATE  
2025/03/15**

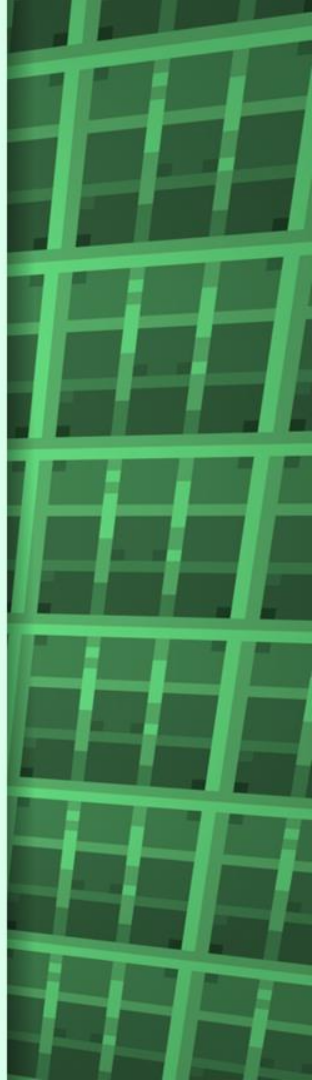
# Agenda

- ❑ Kudos & Recognition
- ❑ Our Values
- ❑ Contributor Pipeline
- ❑ MVP Updates
  - ❑ Polls, MVP Definition, Testing Outline, Demos
- ❑ Build Updates
- ❑ Theme Discussion
- ❑ Hub Room PoC Demo
- ❑ Q&A

# **Kudos & Recognition**

# Our Values

- ❑ Community Driven
  - ❑ Open source
  - ❑ Anyone can contribute
  - ❑ Polls for decisions & priority ranking
  - ❑ Distributed leadership
- ❑ Accessibility
  - ❑ Play your way
  - ❑ Custom configs
- ❑ Transparency
  - ❑ Open communications
  - ❑ No monetary involvement



# Contributor Pipeline

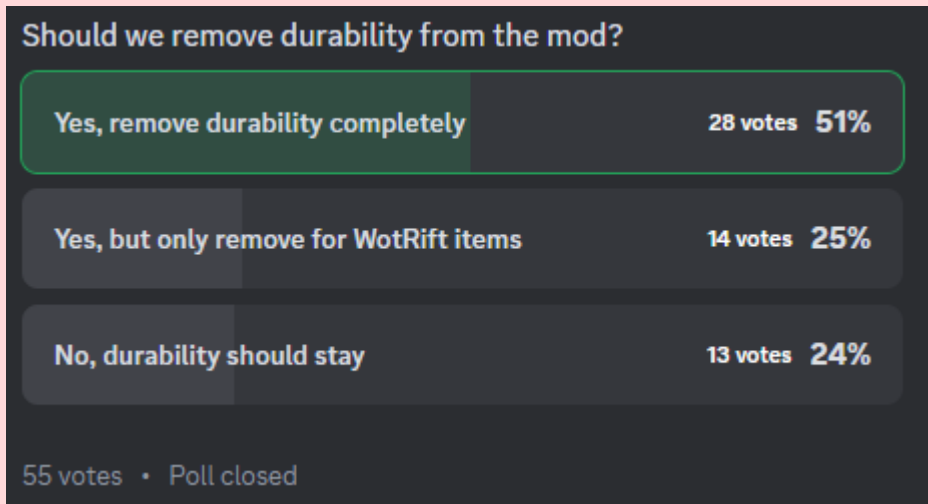
- ☐ Ticket Received
- ☐ Reviewed and discussed by PM's & Coordinators
- ☐ Role recommendation is made
- ☐ PM sign off give
- ☐ Applicant informed and given role(s)



# **MVP Updates**

# MVP Updates - Polls

## ❑ Durability Poll Results



- ❑ Reminder: Polls can be revisited as we grow and evolve
- ❑ Upcoming: Enchanting, similar to Durability Poll

# MVP Updates - Testing (Rough Draft)

- ☐ Week long code review
  - ☐ Massive proofread
  - ☐ Implement optimizations
  - ☐ Bug testing
- ☐ Week long contributor alpha
  - ☐ Bug hunt
  - ☐ Create testing tasks, documentation
  - ☐ May result in more development
- ☐ Expanded alpha test
  - ☐ Collect feedback
  - ☐ Testing task survey



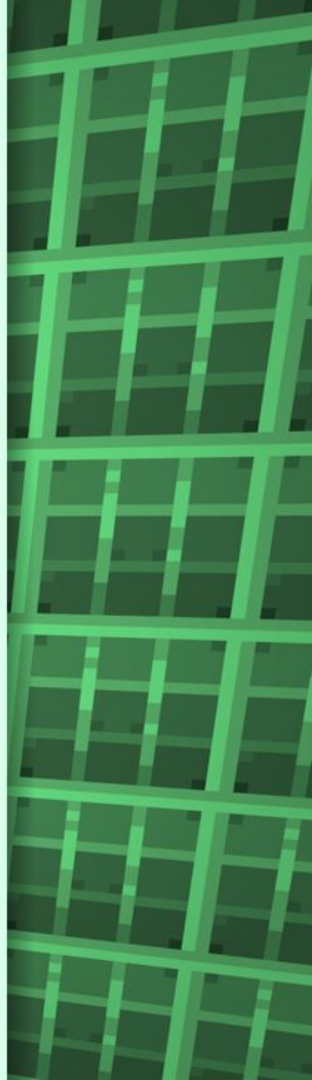
**DEMOS!**

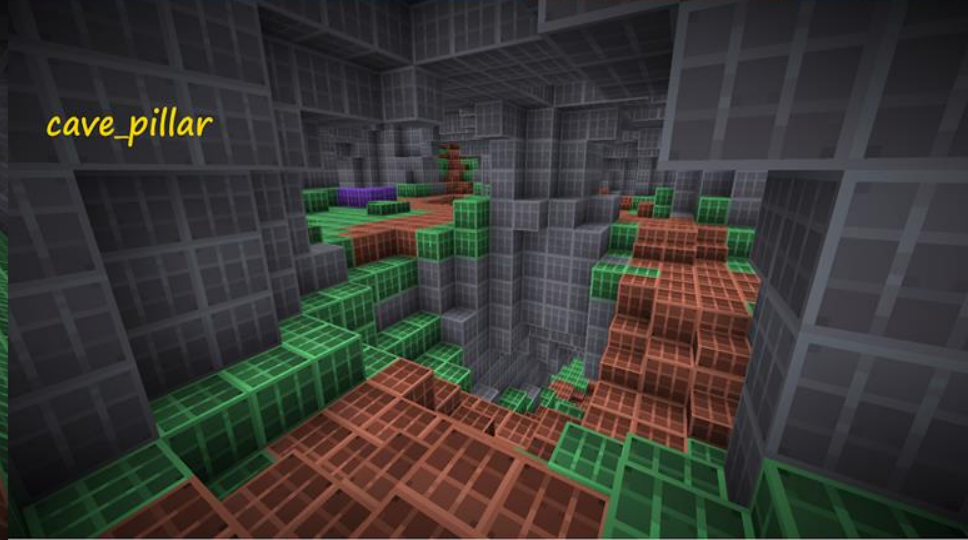
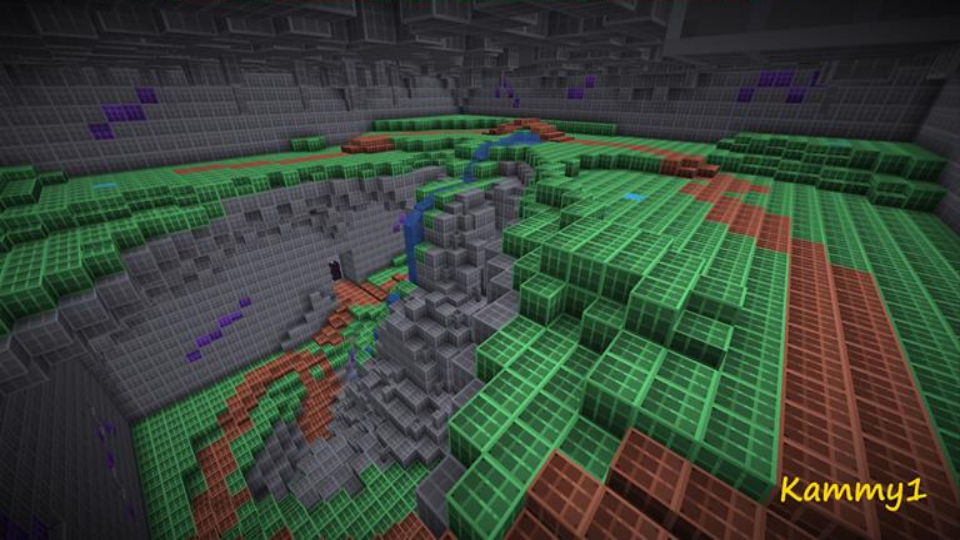
# Build Update

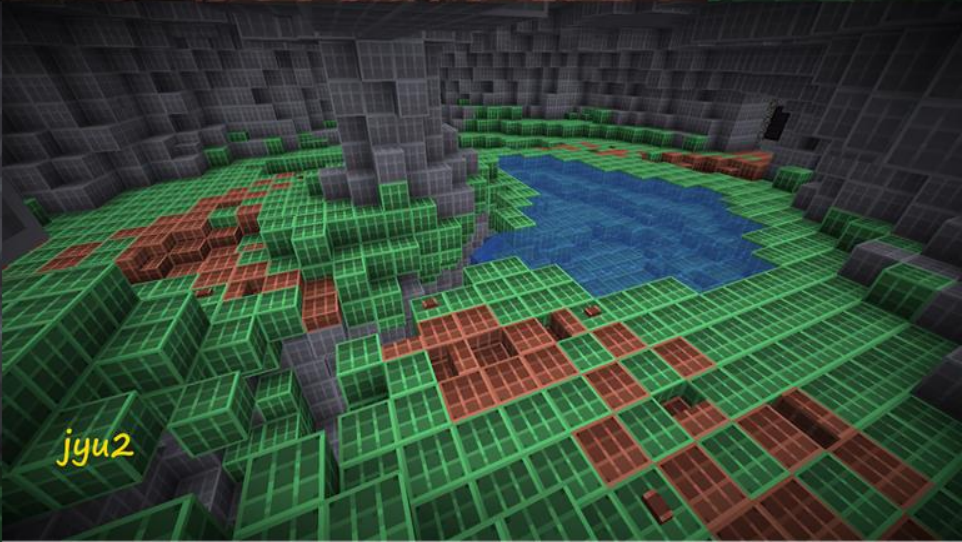
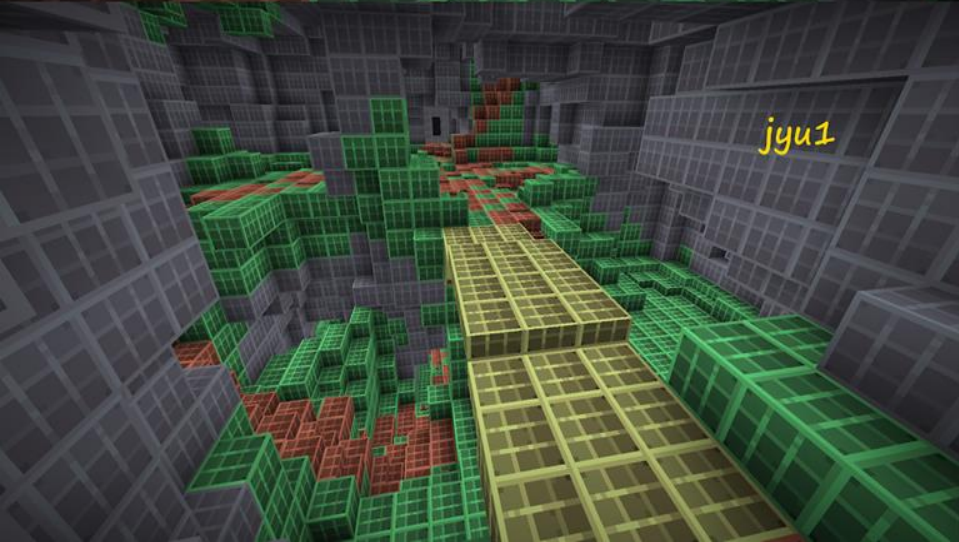
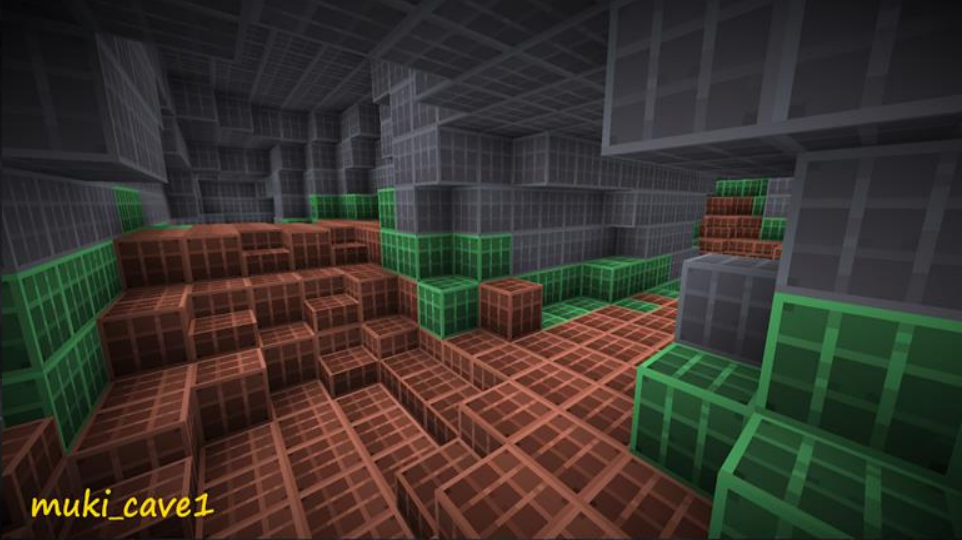
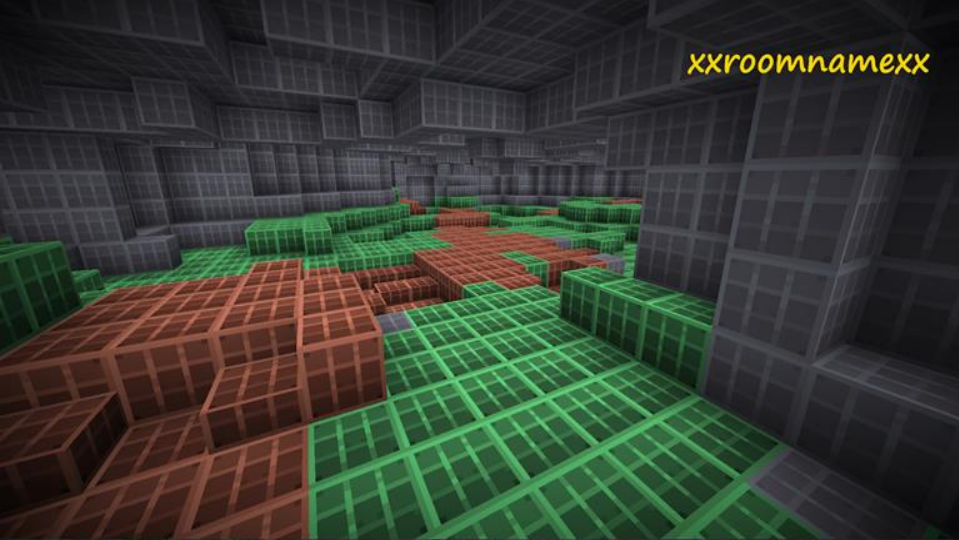
## ❑ Technical Aspects & Guidelines

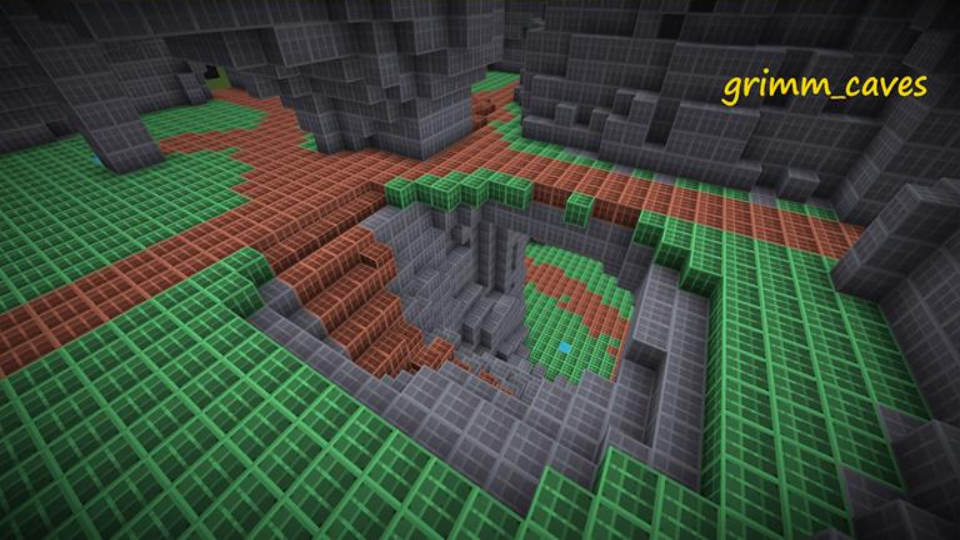
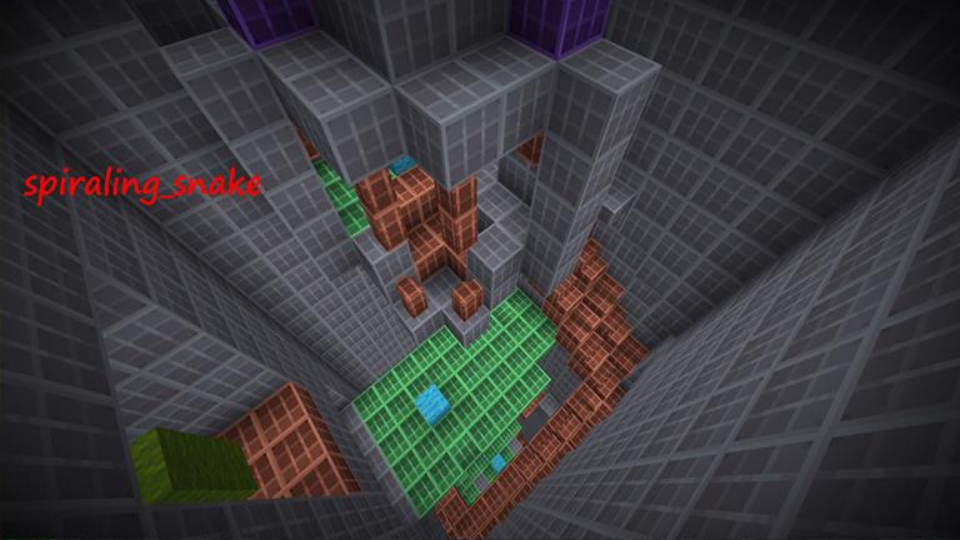
- ❑ Grid size 15; all rooms have sizes that are multiples of this number, stable being (3x3x3).
- ❑ Build with processor blocks, change based on theme
- ❑ Stable rooms: which are 47 blocks in all dimensions
- ❑ Unstable and Chaos rooms, various sizes, harder to navigate, more chaotic.
- ❑ POIs fill the rooms with chests and spawners.
- ❑ The MVP will mainly feature Stable rooms and POIs, with maybe a bit of chaos and instability.

- ❑ Build event was a massive success and another will be happening this Monday focused on POIs







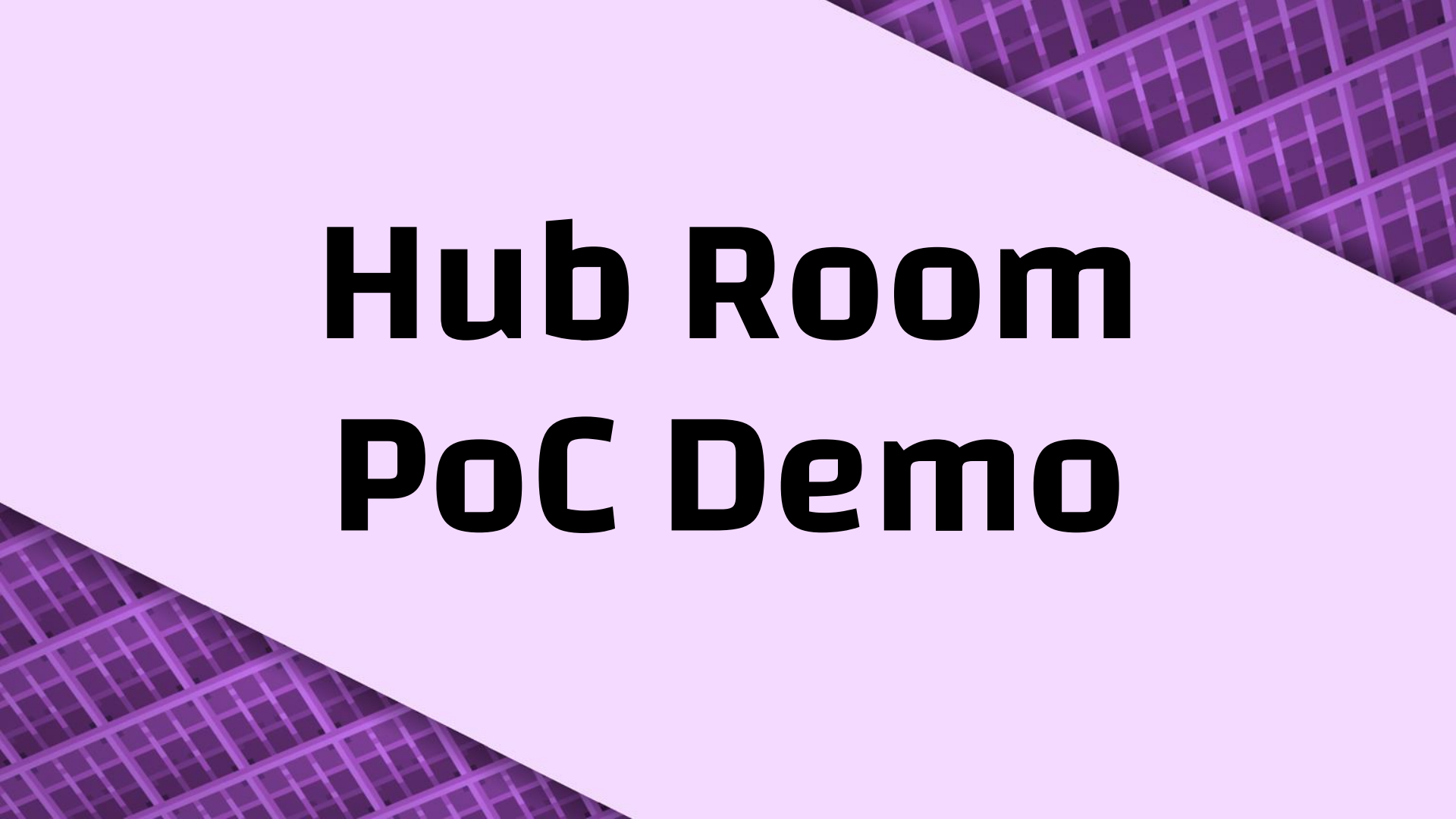




# **Themes Discussion**

# Pack Themes Discussion Notes

- ☐ Resource Pack Template?
- ☐ Theme informs the lore
- ☐ Rifts are “whacky & wild”
- ☐ Is the theme just everything and anything?
- ☐ Forum will be created to generate theme ideas much like our name thread. Top 10 then will be put to a vote via a poll.



# **Hub Room**

## **PoC Demo**



# Q&A