

Wanderers of the Rift

**WEEKLY UPDATE
2025/03/29**

Agenda

- ❑ Kudos & Recognition
- ❑ Values Next Steps
- ❑ Polls
- ❑ MVP Updates
 - Assembly
 - Build
- ❑ Demos
- ❑ Q&A

Kudos & Recognition

Values Next Steps

- ❑ All values listed here will be published to CoC
- ❑ Monetary involvement discussion will conclude in 3 days (EOD Tuesday)
- ❑ Polling options will then be agreed upon and poll started

Value	Accepted	Accepted with changes
Open Source	100%	
Anyone can contribute	80%	20%
Polling Decisions and priority	85%	15%
Distributed Leadership	96%	4%
Play Your Way	93%	7%
Custom Configs	96%	4%
Open Communication	93%	7%

Polls

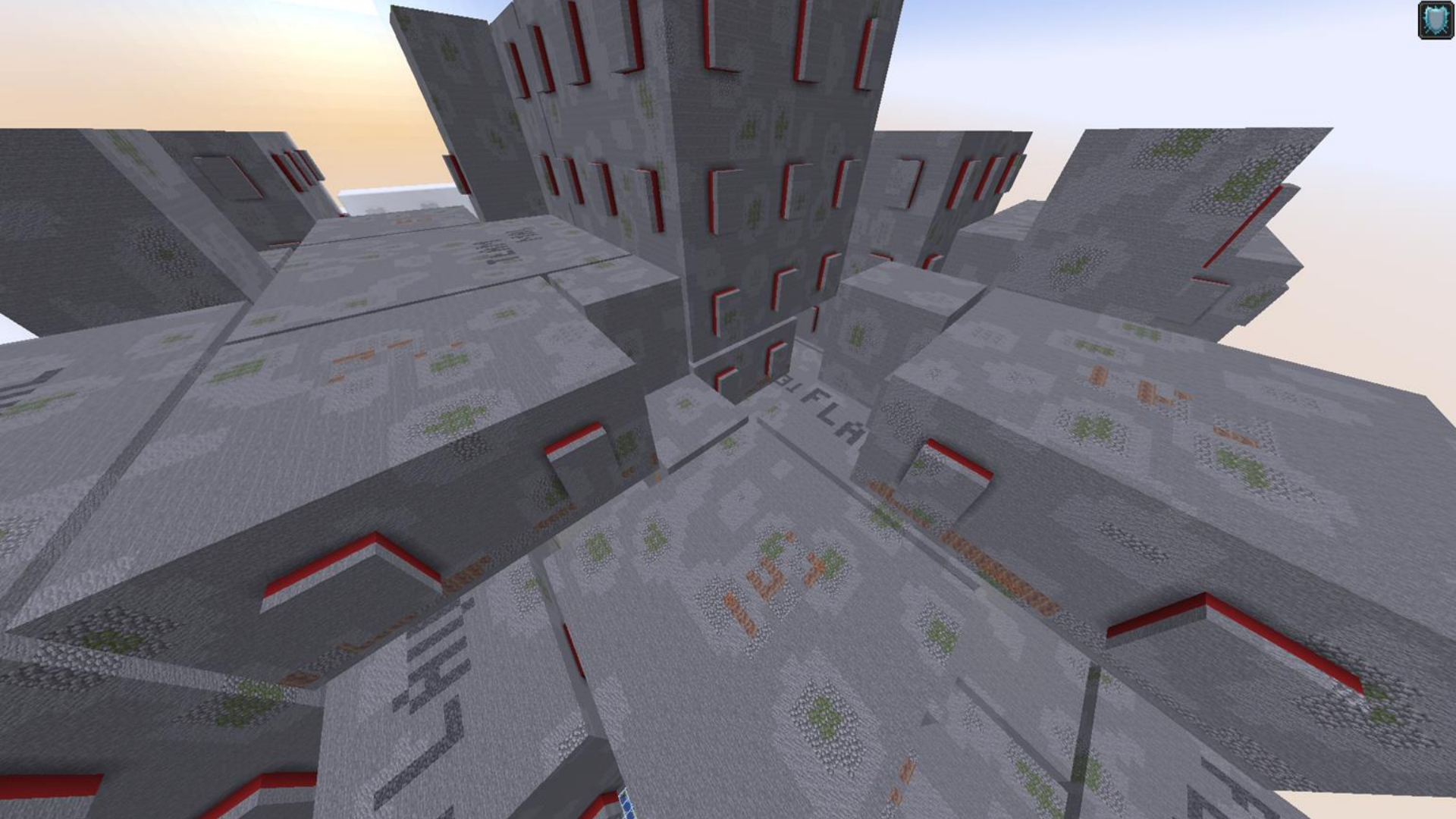
- ❑ Closed - Pitch to Feature (97% Yes as is)
- ❑ Open
 - POI Depth
 - Art Specific - Entity Animation - Gecko vs Vanilla
- ❑ Upcoming
 - Monetary specifications for CoC
 - Theme(s)?
 - Fabric/Cloth/Weaving
 - No singular unifying theme
 - Texture pack variety



MVP Updates

MVP Assembly


- ❑ Rift Key forging POC finalized by DividesByZero
- ❑ Structure generation performance improvements and finalizations by Patrigan
- ❑ Skybox blocks by Wh4l3
- ❑ Abilities - Massive backend improvements, ability cooldown display, and Dash ability by DividesByZero and Patrigan with the help of Robotmonkey and T2ThatGuy
- ❑ Rune Anvil - Backend updates to increase variety and capabilities by Patrigan
- ❑ Dimension Gen improvements by Mel and Rizek
- ❑ 3d Map - connection solver implementation by Anorak (demo video)
- ❑ Spawnpiece command (devtools) by DividesByZero







DEMOS!



Q&A