

# Design Meeting

9 August

## Soap Box Pitch

Maloki - gear - keep working  
with vanilla gear  
So it keeps working  
in rifts for a bit

eg not  
make  
Vanilla

- Rune gem tears only  
work in their tear  
of gear and above

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Specialk - food & regen.

drinks - make it vanilla plus  
Rift make it meaning full.  
Refreshments only one working at  
a time.

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rachaelrose - One time use  
combat and co consumables  
arrow types ect. eg. plays  
One time use rift things to use.  
make stacks

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## Divine Essences.

powerful drops / goal to  
work words  
creative Blocks?

uses essences already  
in game.

Special - suggests combining  
/splitting essence.

rachael - suggests - rainbow  
essence.

Something for the player  
to work towards/for

Why progress.

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## Czech Player Progression

What does player progression  
look like

- gear
- guilds.
- Ability

how to feel you are not  
back to square one if  
you lost all your gear.

See - What does player progression  
look like.  
for cool chart.

Suggestion - rachaelrose - At end  
of skill line have one  
op that you unlock  
with divine essences

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Idea look over

Weapon Ideas

- Just vanilla Swords / Bows  
or more.

game pillars - Pools for people  
to go commint on.

Next meeting topic not set.

