

Wanderers of the Rift

**PERIODIC UPDATE
2025/08/23**

Agenda

- ❑ Kudos & Recognition
- ❑ Team Updates
- ❑ Refocus & Direction
- ❑ Q&A

Kudos & Recognition

Team Updates

Welcome!

- ❑ German Coast Guard - Doc

Leadership Updates

❑ Departures

- ❑ xDOR0x - Lore Navigator
- ❑ Barry Allen - Community Navigator
- ❑ Grimm - Moderation Team

❑ Additions

- ❑ Lins - Moderation Team
- ❑ More spots opening in the next month

We're Refocusing, Here's Why

- ❑ Summer has slowed participation and project activity, which is expected
- ❑ We've also felt the impact of losing several active Navigators and Project Leaders
- ❑ Creative energy remains high, but implementation has not kept up
- ❑ We have strong systems already and now is the time to refine them and see what they are capable of
- ❑ Expanding without a polished core creates confusion and wasted effort
- ❑ Goal: Shape a cohesive, playable experience from what's already built

What's Changing & Where We're Focusing

- ❑ **Pause on New Features and Expansive Lore**
 - ❑ No new content pitches, lore expansions, or brainstorming threads
 - ❑ Open Ideas Forum becomes the Ideas Backlog for future phases
- ❑ **Lore Refocused**
 - ❑ Lore should support in-game systems with subtle context
 - ❑ Leave space for player interpretation and future flexibility
- ❑ **Immediate Focus Areas**
 - ❑ We are shifting energy to what we can act on now
 - ❑ Polishing current systems
 - ❑ Building initial data packs
 - ❑ Playtesting and tuning gameplay
 - ❑ Clarifying what's active, on hold, or in need of help

What You Can Help With

- ❑ Data Pack and Balance Tasks
 - ❑ Set Rift Loot by Tier
 - ❑ Assign Essence Values and Crafting Recipes
 - ❑ Build Quest Lines with current conditions and rewards
 - ❑ Configure Implicits and Runegem Modifiers
 - ❑ Create/Adjust Abilities and Upgrade Paths
 - ❑ Tune Objective Requirements and Pacing
- ❑ Playtesting
 - ❑ Test and tune current systems
 - ❑ Improve pacing, balance, and clarity
 - ❑ Report bugs and surface edge cases

Section Work: Art, Build, & Dev

- ❑ Art
 - ❑ UI updates using the current mod style
 - ❑ Create assets for gear, mobs, and implemented systems
- ❑ Build
 - ❑ More Rooms, Themes, and POIs
 - ❑ The more we have, the better experience players have
- ❑ Mod Development
 - ❑ Guild System
 - ❑ Gear System
 - ❑ Ability Enhancements
 - ❑ Anomalies/Shrines
 - ❑ Bug fixes

How to Get Involved

- ❑ No coding experience required
- ❑ Data packs are beginner-friendly and flexible
- ❑ Help shape the mod through testing, tuning, and iteration

Coming Soon!

- ❑ A new forum section for data pack development
- ❑ Starter templates and documentation
- ❑ Discussion threads for loot, modifiers, and quests
- ❑ Playtest events to gather feedback and refine gameplay

Putting It All Together

- ❑ This is not a freeze or shutdown
- ❑ It is a realignment toward building a fun, functional experience
- ❑ The core systems we already have deserve polish and attention
- ❑ Help us bring the mod into focus and make it something we are proud of



Release Updates



Section Updates



DEMOS!



Q&A