

CORNUCOPIAS

DEVELOPMENT UPDATE

March 3, 2023

DEVELOPMENT UPDATE

APRIL 2023

INTRODUCTION

Cornucopians,

We have closed Q1 with a bang so I thought it would be great to provide a summary of what we have accomplished as a team since the start of 2023! And of course, anything happening on the game dev front will be indicated by a ~~strikethrough~~ or a NEW symbol. As most of you know, so much has been focused on the launch of racing and Calido Valley Raceway. But a small portion of our team is working on some very cool things like the tree chopping mechanic!

Thank you all for your continued support and for joining us on this incredible journey.

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Q1 SUMMARY

2023 Q1 SUMMARY

- Agile Refresh – Jira + Sprint Planning
- New Website Launch
- Mobile Game (put on hold to concentrate skills to UE5)
- Game Planning – Maslow's Hierarchy of Needs, Wheel of Life
- NFT and Future Product Planning
- Product Development
 - "Copias Academy" Platform
 - Metaverse Launcher – Desktop Application
 - Racing Game - Calido Valley
 - Local Multiplayer
 - Updated Racing Mechanics
 - Spline Tool & Podium Scene
 - New Racing Vehicles & New Tracks
 - Entrance to Calido Valley
 - Tree Chopping Chaos Physics
 - Subway Mechanics
 - Arrival and Ship Robot
- Solace-1
 - Artwork
 - Environment Design and Layout
- Origin Story Lore Planning
- Backoffice
 - Mental Health Planning
 - Finances – ADP Planning, Budgeting, Taxes etc
 - Legal Planning
 - Revenue Generation Planning / Event Budgeting – cNFT etc
- Growth
 - Team Growth – Project Management, Animator, Web Developers
 - Community Growth – Crypto Crow, Lots of New Influencers
 - Social Growth – Twitter, Discord, Telegram, YouTube – COPICafe Episodes 36 to 47 (11 videos)

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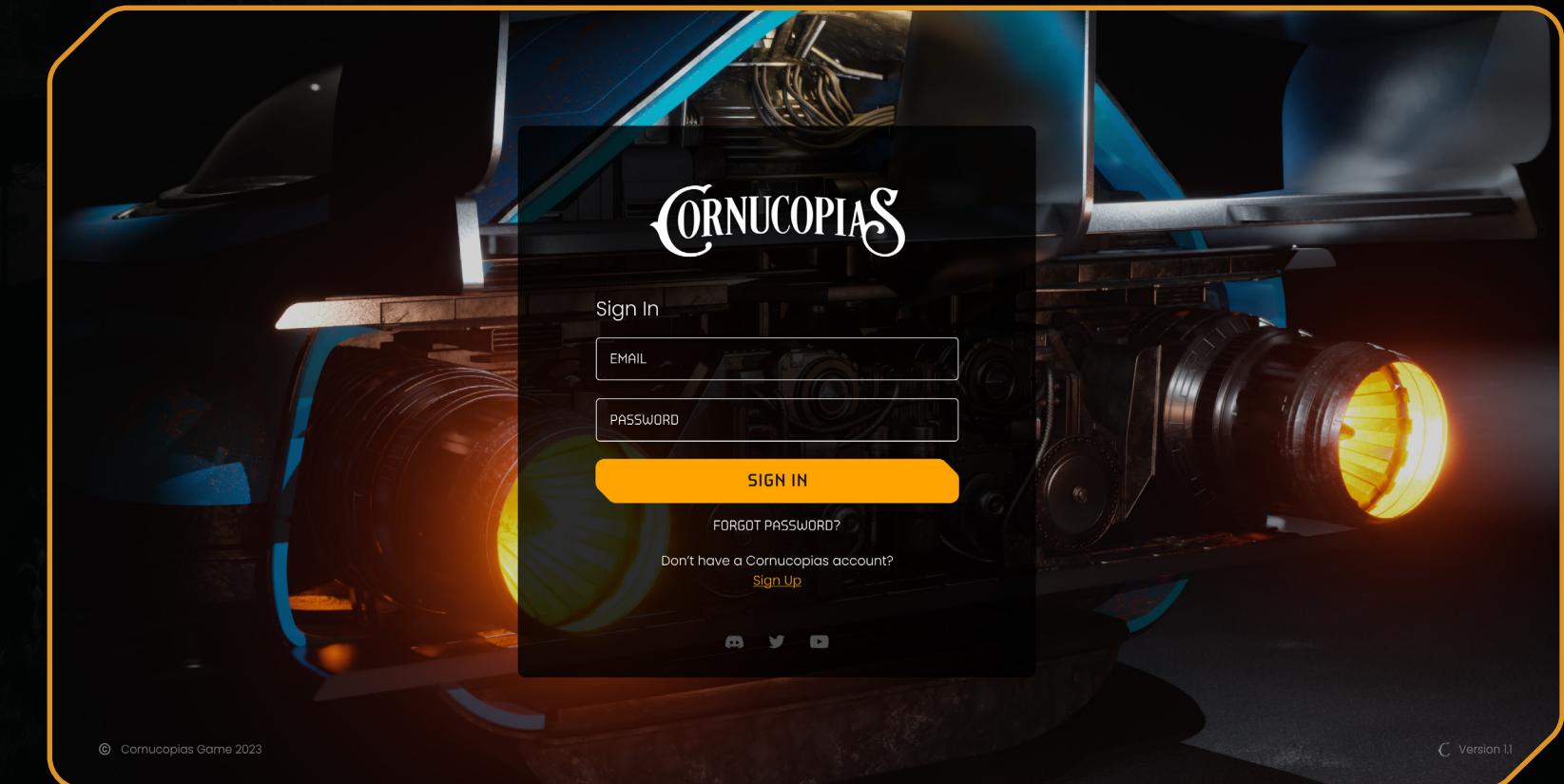
INITIAL SYSTEMS

INITIAL SYSTEMS | EARLY PRODUCTION

The initial systems utilize our desktop launcher to login, open the game, and perform standard pre-game tasks such as customizing your character and choosing game play and graphics settings.

Our desktop launcher is nearly ready for internal testing with Final Production in sight. We have finished the front end UI which is being implemented now.

- Desktop Launcher + Login | MVP Final Production
 - Log in / Registration | MVP Final Production
 - Download a game + tamper detection system | MVP Final Production
 - Basic asset querying | MVP Final Production
 - Front end UI/UX | MVP Final Production
- Main Menu | Early Production (no update)
- Character Builder | Early Production (no update)



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SECTOR PIPELINE

SECTOR PIPELINE

Solace Sector 1 | Final Production (art), Early Production (programming)

The art and environment building phase is nearly complete for Solace Sector 1. Once completed, we will begin the land plotting phase which will include all of the programming necessary to make land plots function.

- **Esperanza** | Early Production
- **Solace Sector 2** | Concept
- **Wind system** | Early Production
- **Resource Gathering Mechanics** | Early Production
- **Dynamic Sky System** | Ongoing
 - Updated cloud system, Moon and stars, Aurora borealis
- **Land plot system** | Early Production
 - Placement of unique land plot sizes for what has been purchased in addition to the function of building out the land.
- **Audio** | Concept/Planning Early Production
 - Sound design + Voice acting
- **Tree Chopping Mechanics w/ Chaos Physics** NEW



Solace night scene featuring moon and stars

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MEGADOME PIPELINE

MEGADOME PIPELINE - CALIDO VALLEY RACEWAY

As we continue to approach the release of racing, our primary focus remains on the Calido Valley Raceway. All art and systems are an ongoing priority.

Calido Valley Raceway | Final Production

- 3D Assets | Complete
- Landscape Design | Complete
- Billboards | Complete
- Lighting and Effects | Complete
- Track 1 | Early Production Complete
- Track 2 | Early Production Complete
- Track 3 | Early Production
- Racing Systems | Early Production
- Performance testing | Early Production
- Calido Outer Facilities | Early Production Final Production
- NEW Player/Guild Meeting Center | Final Production
- NEW A Taste of Solace | Final Production
- NEW Bubblejett Dealership | Early Production
- NEW Valley Raceworx Dealership | Early Production
- NEW Burger Barn | Early Production
- NEW TE55 "Tess" NPC | Early Production
- NEW Farmer Joe NPC | Final Production
- NEW Abigale NPC | Final Production
- NEW Chad NPC | Final Production

- NEW Carl NPC | Final Production
- NEW Fortune NPC | Early Production
- NEW Track Hazards | Final Production
- NEW Vehicle Destruction | Early Production
- NEW Player Racing Lounge | Early Production
- NEW Racing Garage/Lobby | Early Production
- NEW Valley Grand Hotel | Final Production
- Multiplayer | MVP Production
- Server tests with AWS | Alpha testing

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TRAUEL PIPELINE

TRAUEL PIPELINE

NEW Monorail System | Final Production

NEW Subway System | Final Production

NEW Travel system replication | Early Production

- Player travel from Home Bubble to Sector | Early Production

All art and animations to perform the following:

- Player enters into Vehicle | Early Production
- Player exits home bubble via cloud gate | Early Production
- Player enters highway | Early Production
- Player exits to Sector highway | Early Production
- Player travel from hangar to Sector surface stations | Early Production
- Player lands into Vehicle pad in hangar | Early Production
- Player is ejected from their vehicle (climb up, climb in animation) | Early Production
- Player walks or uses flat escalators to get into elevators for upper level of the hangar | Early Production
- Player enters the elevator that goes into Central Station | Early Production
- Loading screen between hangar and central station | Early Production
- Player is spawned into central station elevators in the sector map | Early Production
- Player walks to subway platform | Early Production
- Player enters subway car | Early Production
- Player exits to surface Station | Early Production

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VEHICLE PIPELINE

VEHICLE PIPELINE

General vehicle updates for Final Production

- Updated materials
- Minor mesh detail additions
- Updated paint

NEW Vehicle upgrade system | Early Production

- Computer System
- Fuel System
- G | Core System
- Propulsion System
- Aero System
- Cockpit

Vehicle Inventory

- **1989 Valley Raceworx T1 | M**(5 versions) | | A, B, C, D, F | Game Ready
(This is the free vehicle available in various configurations for different classes)
- **2023 Valley Raceworx T3** | A Class | Final Production
- **2022 Bubblejett Sprinter** | C Class | Final Production
- **2022 GTI Javelin** | A Class | Final Production
- **2022 Bubblejett Sprinter OG Custom** | B Class | Final Production
- **1938 Bubblejett Prima** | F Class | Final Production
- **2020 Genesis Dolphin** | C Class | Early Production
- **2023 Unknown Make/Model** | B Class | Concept
- **1990 Unknown Make/Model** | B Class | Concept
- **2006 Spirra Twin Scout** | C Class | Concept Early Production
- **2023 Bubblejett Bonanza OG Custom** | S Class | Early Production
- **2023 Bubblejett Bonanza** | A Class | Early Production

**Vehicle classes are subject to change based on game balance and the vehicle upgrade system

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ANIMATION

NEW ANIMATION

Character animations are now being implemented in UE5. At this stage we address any minor details in the character locomotion as we approach final production.

Character Locomotion

- **Walking** | Early Production Final Production
- **Jogging** | Early Production Final Production
- **Running** | Early Production Final Production
- **Jumping** | Early Production Final Production
- **Crouching** | Early Production
- **Falling** | Early Production
- **Crawling** | Early Production

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WEB DEU

WEBSITE, EDUCATION PLATFORM, AND USER DASHBOARD

As most of you are aware, our MVP website was launched earlier this month. Of course... we have not stopped and are planning/executing on updates and future features. Last week we completed all front end UI for the player registration and login pages in addition to the player profile page. This is where players can connect Web3 wallets, change settings, etc that will ultimately be syncing to the desktop launcher. Player profiles on our website will be the home base for all player settings. Players will then be able to log in to the desktop launcher and have access to their profile and assets, and then of course, launch the game :).

- **Main Site** | MVP Complete
- **Main Site - Phase 2** | Ongoing
- **Player registration and login** | Final Production
- **Player profile page w/ wallet connect** | Final Production
- **Admin Back end** | Early Production
- **Education Platform** | Early Production
- **User Dashboard** | Planning
- NEW **Player Marketplace** | Final Production