



CORNUCOPIAS

DEVELOPMENT UPDATE

March 3, 2023

DEVELOPMENT UPDATE

MARCH 2023

INTRODUCTION

Cornucopians,

It's about time for another dev update! While many of the things I discussed in the last update remain ongoing, there are some notable updates to progress on quite a few things. To kick things off, I will say that we are all super excited to have a new animator joining our art/programming team this month! Animation is one of the most noticeable visual aspects of any game and we are excited to begin polishing up those elements of character movement, and more.

Just like before, I will run you through some key areas of development and highlight what's happening with each project. Certain things have not seen significant updates which will be noted.

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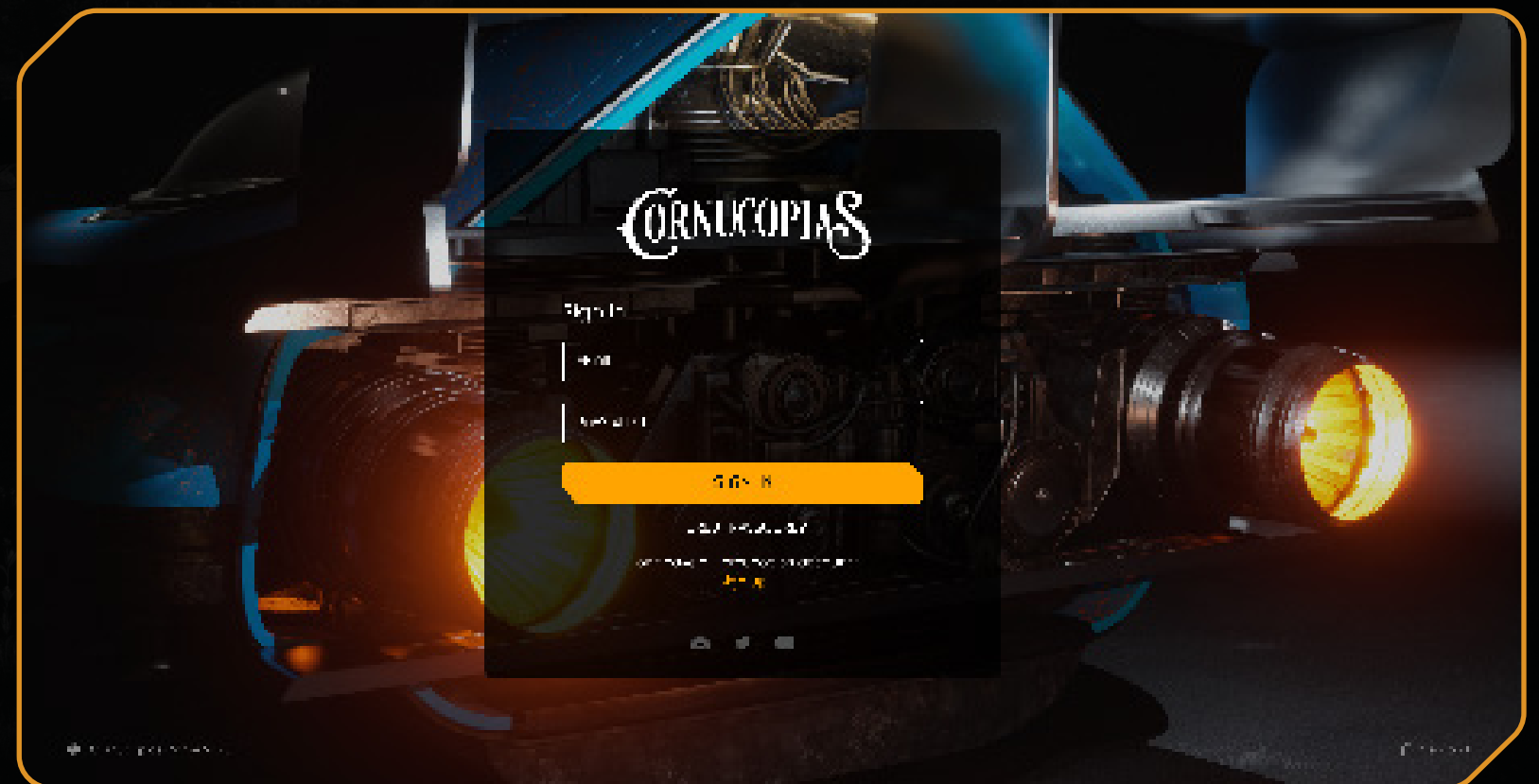
INITIAL SYSTEMS

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.

- NEW** **Esperanza** | [Early Production](#)
- NEW** **Solace Sector 2** | [Concept](#)
- NEW** **Wind system** | [Early Production](#)
- NEW** **Resource Gathering Mechanics** | [Early Production](#)
- NEW** **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.

- NEW** **Audio** | [Concept/Planning](#)
Sound design + Voice acting



Solace night scene featuring moon and stars

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MEGADOME PIPELINE

MEGADOME PIPELINE

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](#)
- Track 2 | [Early Production](#)
- Track 3 | [Early Production](#)
- Racing Systems | [Early Production](#)
- Performance testing | [Early Production](#)
- **NEW** Calido Outer Facilities | [Early Production](#)

NEW Multiplayer | [MVP Production](#)

NEW Server tests with AWS | [Alpha testing](#)

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TRAVEL PIPELINE

TRAVEL 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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THE MORE YOU KNOW

WHAT IS REPLICATION?

You might have heard a few of us drop the word “replication” in discord or in Copi Cafe. Well, it’s time to explain what that is exactly for those of you who don’t know! When our game devs are building and programming they have to test replication. In gaming, replication refers to the process of synchronizing game state information between multiple devices or servers to ensure that all players see and experience the same game world.

Let’s say you are next to your friends in the game and you decide to jump. That action must be communicated to your friends so that everyone sees you jumping at the same time. This is replication!

Replication typically involves sending data packets over a network that contains information about the player’s actions, such as their location, velocity, and orientation. The other players’ devices or servers then use this information to update their own game state, ensuring that all players are seeing the same thing. So you can imagine that if your connection is slow, replication will display in all sorts of ways that are not so visually stunning. This is more commonly referred to as “lag”. This could be caused by an overloaded server.

The difficulty of replication has to do with the complexity of calculations of any given action. For example, a character walking in solace requires much less calculation than a GTI Javelin moving at 900km/hr, while hovering. And then add collision to that and you have a lovely recipe for a complex replication to other players.

In addition to replicating player actions, game state information such as the locations of objects, the status of game objectives, and the current state of the game world must also be replicated to all players to ensure consistency. Things like our weather system, which includes sun position, clouds, fog and wind all are replicated across servers to each player so that the gameplay experience is consistent for each player

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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 Unknown Make/Model | C Class | **Concept**
- 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

** Please note that unreleased vehicles are subject for release based on demand. There are currently no scheduled dates for additional vehicle releases.

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ANIMATION

NEW ANIMATION

Character animation is an incredibly demanding art in itself. The intricacies of making a character move naturally is one of the most difficult things to achieve in game design. We are VERY excited to finally have a dedicated animator on our team to take our character movement to the next level!

In just a short 10 days, our new animator has already made incredible progress on character locomotion. Once basic locomotion has been completed, we will move into more complex animations such as loading in to a vehicle.

Character Locomotion

- **Walking** | [Early Production](#)
- **Jogging** | [Early Production](#)
- **Running** | [Early Production](#)
- **Jumping** | [Early Production](#)
- **Crouching** | [Early Production](#)
- **Jumping** | [Early Production](#)
- **Falling** | [Early Production](#)
- **Crawling** | [Early Production](#)

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WEB DEV

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 | [Planning](#)
- **NEW** Player registration and login | [Final Production](#)
- **NEW** Player profile page w/ wallet connect | [Final Production](#)
- Admin Back end | [Early Production](#)
- Education Platform | [Early Production](#)
- User Dashboard | [Planning](#)