



CORNUCOPIAS

DEVELOPMENT UPDATE

MAY 2023

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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~~ Complete
 - Log in / Registration | MVP ~~Final Production~~ Complete
 - Download a game + tamper detection system | MVP ~~Final Production~~ Complete
 - Basic asset querying | MVP ~~Final Production~~
 - Front end UI/UX | MVP ~~Final Production~~ Complete
- Main Menu | Early Production (no update)
 - NEW Testing Graphic settings
 - NEW Updated interface
 - NEW Character selection
 - NEW Role system
 - NEW Player Avatar System Examples
- Character Builder | Early Production (no update)
- Final Prep for initial testing
- OG testing Player Profile coming soon
- Dedicated Servers | Final Production

DEVELOPMENT 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](#)
- **Sky System** | [Ongoing](#) [Final Production](#)
 - 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** [Early Production](#)



DEVELOPMENT UPDATE

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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~~ [Final Production](#)
- Track 4 | [Concept](#)
- Track 5 | [Concept](#)
- Racing Systems | [Early Production](#)
- Performance testing | [Ongoing](#)
- Calido Outer Facilities | ~~Early Production~~ [Final Production](#)
- Player/Guild Meeting Center | [Final Production](#)
- A Taste of Solace | [Final Production](#)
- Bubblejett Dealership | ~~Early Production~~ [Final Production](#)
- Valley Raceworx Dealership | ~~Early Production~~
- Burger Barn | ~~Early Production~~ [Final Production](#)
- TE55 "Tess" NPC | [Early Production](#)
- Farmer Joe NPC | [Final Production](#)

- Abigale NPC | [Final Production](#)
- Chad NPC | [Final Production](#)
- Carl NPC | [Final Production](#)
- Fortune NPC | [Early Production](#)
- Track Hazards | [Final Production](#)
- Vehicle Destruction | [Early Production](#)
- Player Racing Lounge | [Early Production](#)
- Racing Garage/Lobby | [Early Production](#)
- Valley Grand Hotel | [Final Production](#)
- Multiplayer | [MVP Production](#)
- **NEW** GTI Dealership | [Final Production](#)
- **NEW** Observation Tower | [Final Production](#)
- **NEW** Copi Cafe | [Final Production](#)
- **NEW** Calido Security Station | [Final Production](#)
- **NEW** Cornucopias Trade Division | [Final Production](#)
- **NEW** Skyway Home Dock | [Final Production](#)
- **NEW** Club Rise | [Final Production](#)
- **NEW** Rise Ristorante | [Early Production](#)
- **NEW** Calido Ambassador Center & OG Lounge | [Early Production](#)
- **NEW** Bubble Bar | [Early Production](#)
- **NEW** Moonshot Energy Kiosk | [Early Production](#)
- **NEW** Cornucopias Labs | [Early Production](#)
- **NEW** VIP Parking | [Early Production](#)
- **NEW** Calido Metro Stops | [Final Production](#)

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TRAVEL PIPELINE

TRAVEL PIPELINE

Monorail System | [Final Production](#)

Subway System | [Final Production](#)

Travel system replication | [Early Production](#)

NEW Moving Platform Replication for Multiplayer | [Final Production](#)



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VEHICLE PIPELINE

VEHICLE PIPELINE

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

- E, D, C, B, A, S, X

General vehicle updates for Final Production

- Updated materials
- Minor mesh detail additions
- Updated paint

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, E | **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 | B Class | **Final Production**
- 2022 Bubblejett Sprinter OG Custom | B Class | **Final Production**

- 1938 Bubblejett Prima | E Class | **Final Production**
- 2020 Genesis Dolphin | C Class | **Early Production**
- 1990 Unknown Make/Model | B Class | **Concept**
- 2006 Spirra Twin Scout | C Class | **Concept** **Early Production**
- 2023 Bubblejett Bonanza OG Custom | A Class | **Early Production**
- 2023 Bubblejett Bonanza | B Class | **Early Production**
- **NEW** 2023 GTI Jester “X Class” Showroom Model | X Class | **Early Production**
- **NEW** 2023 Core Dynamics Epoch IV | Class B | **Early Production**
- **NEW** 2023 Valkyrie Firehawk | Class B | **Early Production**
- **NEW** Bubblejett Cruiser | B Class | **Early Production**
- **NEW** Atmos Skyrunner | E Class | **Early Production**
- **NEW** Core Dynamics Public Transport | Class Not Applicable | **Early Production**
- **NEW** Core Dynamics World Breaker | Class Not Applicable | **Early Production**

DEVELOPMENT UPDATE

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WEB DEV

WEBSITE, EDUCATION PLATFORM, AND USER DASHBOARD

Web Development has continued to see quite a few changes, mostly for the player journey.

- Main Site | [MVP Complete](#)
- Main Site - Phase 2 | [Ongoing](#)
- Player registration and login | [Final Production](#) Initial Testing
- Player profile page w/ wallet connect | [Final Production](#) Initial Testing
- Admin Back end | [Early Production](#) Final Production
- Education Platform | [Early Production](#)
- User Dashboard | [Planning](#) Early Production
- Player Marketplace | [Final Production](#)
- [NEW](#) Player Testing Feedback Portal | Initial Testing