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System Status

Home > Back Streets > Town Square > Sooo... What is Wurm doing now?

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Sooo... What is Wurm doing now?

By phennexion, September 23, 2020 in Town Square

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PREV

1

2

3

Page 3 of 3

Jore

Villager



Members

+ 190

226 posts

Posted 5 hours ago

Report post

6 hours ago, Madnath said:

Maybe you're a someone coming back after a long hiatus away, but good lord please no. There's about as many people sick of half baked ideas and concepts, and then the half baked updates that come from it. Just be patient and see if they actually provide a good update with the next big one. If they do? Thank god, we don't have another system or update that isn't going to need heavy tweaking for ages, just for it to get dropped quickly because ????. And if it's a crap update, go nuts.

While I definitely agree, "forcing" them to push an(other) incomplete update would be bad for everybody, we need to see *something*. Show us what's going on with a livestream, youtube video, or an actually detailed forum post. Chat with us for 30 minutes in discord for godssake, anything is preferable when we've been waiting months to see what's been done with the influx of funds from the nfi launch. I love this game, and the steam launch was a breath of fresh air thanks to the new servers and players that came with it. Unfortunately, those are short-lived without further "breaths" from the dev team; how about we start seeing some?

Quote

1

phennexion reacted to this

Blazecraze

Villager



Members

+ 45

63 posts

Location: Western Australia

Posted 5 hours ago

Report post

Many of us went years without seeing any dramatic update - then we had a large amount of big game changes pushed out over the course of 4 years - then we had a decently large update in the last 9 months.

If you do not have the patience to wait for this game and its updates, you're playing the wrong game. Did you know how long it took, for bridges? For cave building? For TWO STORY HOUSES!? Jesus, we were horse surfing for a darn decade plus some!

Quote

[22:44:40] <Pandylynn> blaze...that gave me a headache xD [22:45:24] <Odynn> this was painful to read... you get a W point! [22:46:58] <Odynn> it's like a bonus point, but it's useless, made of lead and in a W

shape... and you can't even use it as an anchor

Etherdrifter

Mayor



Members

+ 1823

2655 posts

Posted 5 hours ago

Report post

6 hours ago, Madnath said:

see if they actually provide a good update with the next big one

Hope springs eternal.

But in all seriousness; lets not forget we got board games for Christmas which is a feature in and of itself. It doesn't look like much, but it must have been a pain to code.

Also... Voting with your wallet is your right as a consumer; exercise it with others and you might be surprised what you can achieve. Personally speaking, I just de-preme when there hasn't been any new priest-accessible content in a while.

Speaking of... PvE priest balance is coming when?

+ Quote



Jore reacted to this



The priest with the population data!

Madnath

Villager



Members

+ 1108

932 posts

Posted 5 hours ago

Report post

5 hours ago, Etherdrifter said:

Speaking of... PvE priest balance is coming when?

Lets see if they ever unbreak priest skilling

+ Quote



[11:46:05] <Archaed> not once was i killed by a whale [11:46:10] <Archaed> you degenerate weeb

[01:36:45] <Archaed> Screw you madnath god you suck [00:02:36] <Retrograde> Madnath has been banned for pointing out my typos in a manner unbecoming of a weeb [23:44:38] <Yyth> [19:42:35] You loot a Madnath's hat from the corpse, it seems to be a hat of a thief or a liar.

phennexion

Villager



Members

+ 147

438 posts

Posted 4 hours ago (edited)

Report post

5 hours ago, Blazecraze said:

Many of us went years without seeing any dramatic update - then we had a large amount of big game changes pushed out over the course of 4 years - then we had a decently large update in the last 9 months.

If you do not have the patience to wait for this game and its updates, you're playing the wrong game. Did you know how long it took, for bridges? For cave building? For TWO STORY HOUSES!? Jesus, we were horse surfing for a darn decade plus some!

That's fine and all - I don't mind waiting for updates if they're good and great. Regular updates on progress is vital - look at star citizen, it's been in alpha FOREVER, but they're clear communicators and have a defined roadmap and goals to meet. That keeps their players trust in RSI.

Game Chest is doing the opposite, I wouldn't be surprised if they're funneling money from Wurm into other projects they feel like be more profitable. There clearly seems to be no solid

leadership/ownership on Wurm since Rolf left, seems to be a bunch of people who periodically pop in and give us minor updates to give the illusion the game's still being supported.

The fact that they recently enabled moon metals from Marks store shows that they're implementing more strategies to milk the playerbase for more money/pay to win instead of keeping moon metals rare from rifts.

Edited 4 hours ago by phennexion

+ Quote



Jore

Villager



Members

+ 190

226 posts

Posted 4 hours ago (edited)

Report post

5 hours ago, Blazecraze said:

Many of us went years without seeing any dramatic update - then we had a large amount of big game changes pushed out over the course of 4 years - then we had a decently large update in the last 9 months.

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Yup, I was around for that.

The reason why people have a problem now is because the steam launch was supposed to be a huge moment for the game, and it was! A lot of time and money was poured in by players yet despite this boom in resources, nothing has/is being done in order to improve the game with said resources.

Back then, they likely didn't have the money to justify hiring proper developers to work on the game, thus irregular updates were understandable. Now, they do. This behavior is no longer understandable, hence people voicing their concerns and annoyance.

Edited 4 hours ago by Jore

+ Quote

2

warrior and phennexion reacted to this



Blazecraze

Villager



Members

+ 45

63 posts

Location: Western Australia

Posted 4 hours ago (edited)

Report post

The amount of money that has exchanged hands during the Steam launch has to have been dramatically far smaller than you think.

Yes thousands of accounts signed up, but no, thousands didn't hang around to stay premmed. In fact, I know for sure over 400-500 of the accounts on NFI that were made were players from SFI that decided to move there, and instead allow their Prem to drop on SFI and start group deeds...which on average would lead to a drop in the monthly income. I know groups of 5-10 players that each had 3+ alts on SFI instead do the exact same activity on SFI.

If anything, that large 'burst' of income would have been directly offset by the server merging, increased server load and cost with the new servers of the launch, as well as the advertising, production and probably repaying the current staff the wages they're actually owed.

Edit 1: Between myself and 11 friends, over 90 accounts were created for many various reasons on NFI - and in one of our alliances of hundreds of players, there were only 20-30 real people, the rest were alts or burner accounts. These absolutely screw the numbers.

Edited 4 hours ago by Blazecraze

+ Quote

2

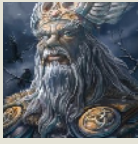
Ekcin and Zexos reacted to this



[22:44:40] <Pandylynn> blaze...that gave me a headache xD [22:45:24] <Odynn> this was painful to read... you get a W point! [22:46:58] <Odynn> it's like a bonus point, but it's useless, made of lead and in a W shape... and you can't even use it as an anchor

warrior

Mayor



Members

+ 443

1489 posts

Posted 4 hours ago

Report post

I think the worst part is the radio silence. I feel like communication is key. I maintain we need somebody to run community relations so that we have more of an idea of what's going on and somebody to give our feedback to the Devs.

+ Quote



Tristanc, LeafLife, phennexion and 2 others reacted to this

Ekcin

Mayor



Members

+ 1004

1670 posts

Posted 2 hours ago

Report post

5 hours ago, Etherdrifter said:

Speaking of... PvE priest balance is coming when?

Be wary what you're asking for.

+ Quote



Votip

Villager



Members

+ 1079

819 posts

Location: Central Europe,
Israel after university

Posted 1 hour ago

Report post

4 hours ago, phennexion said:

That's fine and all - I don't mind waiting for updates if they're good and great. Regular updates on progress is vital - look at star citizen, it's been in alpha FOREVER, but they're clear communicators and have a defined roadmap and goals to meet. That keeps their players trust in RSI.

making star citizen as an example of game keeping player in trust is the most insane statement that ive seen in a while

4 hours ago, warrior said:

I think the worst part is the radio silence. I feel like communication is key. I maintain we need somebody to run community relations so that we have more of an idea of what's going on and somebody to give our feedback to the Devs.

exactly, thats one of the main problems.

+ Quote



Ogare

Villager



Members

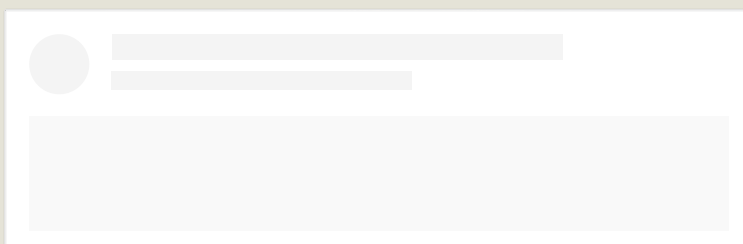
+ 32

56 posts

Posted 1 hour ago

Report post

Wurm already told us what's going on....



I don't think posting the same pie in they sky wish list over and over will help. Wurm has never kept players informed about precise details or asked of a communities wishes to make those details override developer opinions/wishes. Basically we wait for the devs to get 90% to 100% of whatever they are working on to be finished and then well hear about it. After that it might go to test to find bugs (but likely not change the details of the features to suit players wishes when contrary to developer opinions).

+ Quote



warrior

Mayor



Members

+ 443

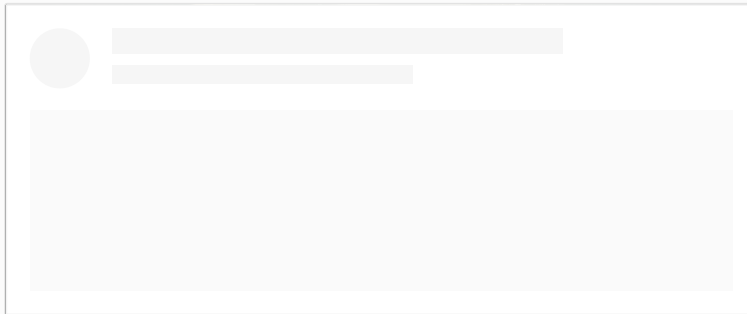
1489 posts

Posted 48 minutes ago

Report post

1 hour ago, Ogare said:

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That was over 3 months ago...

+ Quote



Ekcin

Mayor



Members

+ 1004

1670 posts

Posted 44 minutes ago

Report post

1 hour ago, Ogare said:

After that it might go to test to find bugs

Had a good laugh about that.

+ Quote



PREV

1

2

3

Page 3 of 3



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