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Sooo... What is Wurm doing now?

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By phennexion, September 23, 2020 in Town Square

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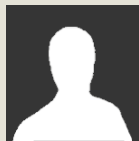
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phennexion

Villager



Members

+ 147

436 posts

Posted September 23, 2020 (edited)

Report post

Okay Wurm Dev Team,

You've made a ton of money and had a huge influx of players in the past couple months, we're are seeing standard Wurm new server attrition because PvE doesn't have an end game and ya'll havent opened another Jackal yet.

So what are you doing different this time around to keep the players? We haven't had any announcements of bigger better features or content, just bugfixes.

You know how disappointed we'll be if ya'll just take that steam money and run without investing back into the game's content and mechanics.

Our deed on Harmony went from 120 people and 50-40 active at all times to 10-20 now, because they're all playing more fun games and there's no end game on PvE. Having reasons to stay in large villages on PvE would be really nice, no shared common purpose like Jackal or PvP is really killing PvE.

Edited September 23, 2020 by phennexion

+ Quote

2



Ascorbic and Nukacola reacted to this

Chakron

Mayor



Members

+ 821

1245 posts

Posted September 23, 2020

Report post

I'm picturing Retro fleeing to another country with his windfall of literally hundreds of dollars

+ Quote

11



Angelklaine, TheTrickster, KharnovKrow and 8 others reacted to this

[Figs] just remove fatigue [Sindusk] how else will we inform players that they need to stop playing for their own health? [Snoo] just let us die [Figs] yes please

Olloch

Mayor

Posted September 23, 2020

Report post

Gumbo

Mayor



Members

+ 1403

1909 posts

Posted September 24, 2020

Report post

On 9/23/2020 at 11:10 PM, Chakron said:

I'm picturing Retro fleeing to another country with his windfall of literally hundreds of dollars

Confirming... I heard the staff has become thinned out and divided, after they all moved to separate island countries with their silvers. 😊

+ Quote



Flames added electronically by channel 6

Reverent

Villager



Members

+ 19

50 posts

Posted September 24, 2020

Report post

We probably won't want the update we will get. Be careful what you wish for.

+ Quote



Zalxis reacted to this

RainRain

Mayor



Members

+ 450

1951 posts

Location: Florida

Posted September 24, 2020

Report post

maybe the company should hire the devs full time instead of part time

+ Quote



atazs, Eyesgood and Rhianna reacted to this

Zexos

Villager



Members

+ 122

103 posts

Location: England

Posted September 24, 2020 (edited)

Report post

What do you mean by an end game? I thought worm was open ended, so there is no real end. That's why it is a sandbox.

Do you mean that you need a purpose or a set of tasks or features to perform when your skills are at a high level?

You could say the old line of "Wurm is what you make of it" but I know that extra features and things to do in game would be great to do.

For example, someone on the wurm steam forums was asking if wurm has dungeons to complete.

There are lots of suggestions in the suggestion forum, that are good ideas.

I think the main problem is them not saying if something might be coming but then again, if they did say that something was coming then people would be up in arms if it did not come fast enough.

That and you've also got small staff team as well. Maybe if some people were able to be recruited by wurm to be staff members who could create content for wurm and learn how to program in wurm then that might help as well.

Wurm developer volunteers 🤔👍

Edited September 24, 2020 by Zexos

+ Quote

👍 2



Tristanc and Vorticella reacted to this

Oknos

Villager



Members

+ 6

21 posts

Posted September 24, 2020

Report post ↗

📄 On 9/24/2020 at 12:41 AM, Zexos said:

Wurm developer volunteers

Heck, I'd do that. But Java development with JavaFX? noplease

I already thought about "ripping" the models and recreating better animations, then simply sending those to them anonymously. Couldn't care less if I get credited or not.

+ Quote

👍 1



Zexos reacted to this

Gianna

Mayor



Community Assistant



+ 924

1138 posts

Location: Defiance

Posted September 24, 2020

Report post ↗

End game you say?

[06:15:43] A rift has been spotted on Harmony!

+ Quote



[15:33:58] <Wastrel> Jomog feels empathy and regret? [15:34:47] <Jomog> there's a window at roughly 4 glasses of wine where i do yea

Wurmhole

Mayor



Members

+ 3093

4752 posts

Posted September 24, 2020

Report post ↗

Here is what end game is in wurm: "Sorry to announce, but we are closing the server permanently".

Until that happens, we exist and do whatever we choose to do in the game. Make your own content right?

The new launch brought back a ton of old layers form the last decade+ of the game that wanted that new server thrill. Wel, it is the same as the last time a new server launched, but the second or third or 4th new server you start on will just have a fraction of the holding power as the one before.

What about new net new players? They gave it a spin. Most didn't like it. It takes a special breed to love Wurm and most of those have hunted high and low to find Wurm already.

Servers will go to low population and remain there for as long as the company can keep it going. Try not to set high expectations. Just be happy they have not shut it all down.

+ Quote

👍 3



Etherdrifter, Zalxis and Nukacola reacted to this

Rudie

Mayor



Members
+ 1306
3210 posts

Posted September 24, 2020

Report post x

Keep being told we'll have something for you all soon, started asking that question 3-4 weeks ago.

Update when?

+ Quote



You are Chief Xsamuraizx the Magnificent Holiness, Long live the king. day of Sleep, week 2 of the Bear's starfall, 1063 - day of the Wurm, week 1 of the starfall of Silence, 1070.

Nukacola

Villager



Members
+ 30
194 posts

Posted September 24, 2020

Report post x

They will make more new PVE servers.

+ Quote



Caduryn

Villager



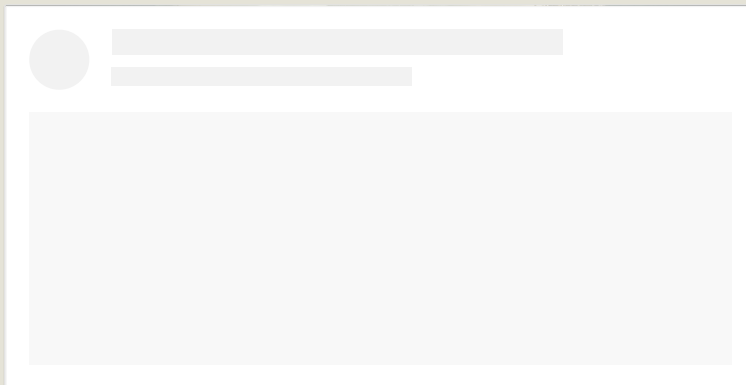
Community Assistant



+ 128
464 posts
Location: Germany

Posted September 24, 2020

Report post x



+ Quote



Caduryn

Retrograde

Elder



Posted September 24, 2020

Report post x

And for the PvP inclined!

Community Relations
Coordinator



+ 11793
6264 posts



+ Quote



[11:27:34] <Lagston> whats yah grand plan

[11:28:53] <Archaed> stand around until the heat death of the universe

Zalxis

Villager



Members
+ 38
39 posts

Posted September 24, 2020

Report post

On 9/24/2020 at 1:42 AM, Wurmhole said:

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Servers will go to low population and remain there for as long as the company can keep it going. Try not to set high expectations. Just be happy they have not shut it all down.

This is by far the perfect answer to this topic.

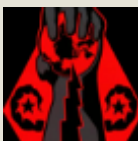
+ Quote



The hardest thing to learn in life is **which bridge to cross and which to burn.**

wipeout

Mayor



Members
+ 842
3761 posts
Location: new zealand

Posted September 24, 2020

Report post

Wurm is doing what wurm has always done

CqdseoxryU6L7rn-3HBJmABQUAV6arw-vRXEfr07

It will just keep chugging along slowly changing over time some good changes some bad changes but slowly things will happen it be foolish to expect major changes just because wurm got a lot of money its still the same limited staff that struggle now if gcg was to come out and throw more staff their way to help out because of the success that wurm had then sure start expecting changes but that wont happen unless wurm manages to stay at 2k+ online users at all times for 6+ months which frankly it wont ever reach but i hope that some day gcg will throw more help to the wurm staff as god knows they can use it

+ Quote



Beanbag

Villager



Members

+ 215

246 posts

Posted September 24, 2020

Report post

On 9/23/2020 at 11:10 PM, Chakron said:

I'm picturing Retro fleeing to another country with his windfall of literally hundreds of dollars

This made me LOL way too hard at work

+ Quote



icfred

Villager



Members

+ 3

16 posts

Posted September 25, 2020

Report post

On 9/23/2020 at 11:09 PM, phennexion said:

Okay Wurm Dev Team,

You've made a ton of money and had a huge influx of players in the past couple months, we're seeing standard Wurm new server attrition because PvE doesn't have an end game and ya'll havent opened another Jackal yet.

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It's hard to think of a reasonable 'end game' for Wurm as it's a sandbox MMO. Wurm doesn't have the mechanics of normative MMOs like instancing and looting which are more often than not the core mechanics of the endgame. The endgame is decided by you and perhaps by being part of a larger village you're sacrificing this aspect of the game.

+ Quote

1

Ekcin reacted to this



phennexion

Villager



Members

+ 147

436 posts

Posted September 25, 2020

Report post

On 9/25/2020 at 3:54 PM, icfred said:

It's hard to think of a reasonable 'end game' for Wurm as it's a sandbox MMO. Wurm doesn't have the mechanics of normative MMOs like instancing and looting which are more often than not the core mechanics of the endgame. The endgame is decided by you and perhaps by being part of a larger village you're sacrificing this aspect of the game.

Nah, there's sandbox goals that could be implemented.

Village levels and bonuses for levelling up village or building monuments or something, perks for being part of certain deeds.. like Level for cities in SWG which worked really well.

User made dungeons

better tools for holding community events
seasonal content like jackal server
etc.

+ Quote

2

Reverent and griper reacted to this

Nekojin

Villager



Members

+ 179

399 posts

Location: Los Angeles

Posted September 25, 2020

Report post

No MMO actually has "end-game" content. End-Game is an illusion. There's never an end to the story. You beat this Big Bad, and discover that there's another Big Bad that's even worse, requiring another ~~training montage~~ round of leveling up before you can tackle that one. Sometimes the next Big Bad is delayed while waiting for the next expansion, but there's *never truly an endgame*. It's like MMO developers looked at Dragonball Z, and said, "Yeah, that's how we want to plan our story. Never-ending!"

+ Quote

1

phennexion reacted to this

phennexion

Villager



Members

+ 147

436 posts

Posted September 25, 2020

Report post

On 9/25/2020 at 9:00 PM, Nekojin said:

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Well duh, but in wurm PvE it's literally minecraft. Actually minecraft has more content end game than wurm does. lol, some dragon u gotta fight at the end?

But with no unifying objective in PvE theres nothing for players to focus on or group up for, other than make work projects.

+ Quote

gnomegates

Villager



Members

+ 523

757 posts

Posted September 25, 2020

Report post

On 9/25/2020 at 10:35 PM, phennexion said:

Well duh, but in wurm PvE it's literally minecraft. Actually minecraft has more content end game than wurm does. lol, some dragon u gotta fight at the end?

But with no unifying objective in PvE theres nothing for players to focus on or group up for, other than make work projects.

There are plenty of things for people to group up for, these things may not be active on the new servers yet because of them still being.....new. But there are many uniques, from drakes and dragons to the kyclops, goblin leader, troll king and such. There are also rifts. So there are plenty of "combat" related things that are typically considered end game for wurm. If you want pure pve non combat end game content, then I suppose that would be up to you. Your options are limitless. From deed building and

expansion to skill training. As others have said, this is a sandbox, there is no, and in my opinion, there should be no end game. The game ends when your done with everything you wish to do, or you try to log in and the game is shut down. At that point, its game over.

+ Quote

1

Ekcin reacted to this



Est Sularus Oth Mithas



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