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Valrei International. Catching up!

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By Retrograde, 12 hours ago in City Hall

Reply to this topic

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Thorinoakshield

Posted 2 minutes ago

Report post

Villager



Community Assistant



+ 301

359 posts

Location: Wandering Xanadu

All this whining about the praying update and had none of you whiners actually noticed that the one proposing this is playing a priest, most likely has benediction and has been proposing countless of improvements to Wurm for over the years?

So perhaps that player actually knew what he was talking about and decided it could be done better. Which eventually the Dev's decided to do.

I do sometimes wonder if we have players here who's only goal is to get up to top of having the most skills list; or they are actually enjoying this game.

Looking at some comments here, I think there are at least two people replying who are aiming for just that and when things are made easier, think they got the right to complain about it.

IMHO Wurm Online is a game you should enjoy and while for some that enjoyment comes from grinding one skill after another, for others grinding skills is something they don't like at all.

For the dev's this means they always have to find a middle ground; making it impossible to please all kinds of players in this game. In the past there have been tweaks to this game I didn't like at all; yet I'm still playing it. The reason: I'm enjoying more aspects of this game as just getting skills for doing something.

if for some reason the way of gaining skill is tweaked and it would affect my skill - i.e. I've got my WS around 55 with much effort - I may not like it, but I won't complain about it, as in the end the new method may actually benefit this game and all players.

Perhaps that's something those whining about the current - and some past - changes should keep in mind. If it benefits the game, it will benefit the players as well. And when the community is happy, it'll benefit the game again.

As for the mentioned upcoming changes; I'm really looking forward for the new combat system.

Thorin 😊

+ Quote



[13:59:50] 1 other players are online. You are on Xanadu (43 totally in Wurm).

Xheth

Villager



Members

+ 145

102 posts

Location: Sunnyside, Xan

Posted 5 minutes ago (edited)

Report post

Great Screenshot. Looking forward to the combat update.

12 hours ago, Retrograde said:

It will include a range of bug fixes and more tweaks to the UI based on feedback

What kind of changes are coming? Confidential or can you elaborate? Font scaling? UI scaling to smaller/bigger Sizes?

Also, please tell me the CA Channel appearing after every update is fixed for good now.

Edited 4 minutes ago by Xheth

+ Quote



"You fall into a trance. You think about the sea and the creatures that swim in it."

Joemog

Mayor



Members

+ 569

1440 posts

Location: Desertion

Posted just now (edited)

Report post

20 minutes ago, Thorinoakshield said:

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Excellent, ignore all the arguments and dismiss all by calling it whining and going for the people.

Yes accomplishing something and having it entirely devalued is very fun and we don't have the right to complain about that if you disagree surely.

Edited just now by Joemog

+ Quote



[13:47:55] <Leafa> u are worst then corona

Platyna

Mayor



Members

+ 495

1028 posts

Location: R20 Ind

Posted just now

Report post

I do criticize Wurm staff where it is due, but I always try to make my criticism objective and constructive, while some of you criticizing this change only do it because you had it hard, so others should too. When the channelling grind was nerfed - it was a completely different issue - they rendered things people put a lot of (IRL) money useless, so the outrage was justified, same goes for imbue nerfs - I still think they were completely unnecessary. Here you do not lose anything, just other people gain - new players who didn't play this game 10 years or so.

You can't just nerf and nerf, and nerf and never give anything, because if you do, soon there will be no one left to play Wurm other than die-hard "Team 2006", and there is no way it can survive. While I am for the policy that achievements should require effort, I am against putting it to such an extreme that you have to basically pay a lot of money to play idle RPG, this is why I wasn't grinding prayer and this is why I like this change, I might even start to skill prayer. Also, it will not give the gems faster than mining, will it? There comes a thing I raised when imbues were nerfed - that there should be multiple ways to achieve a certain goal (in this case gems).

Not to mention it was a suggestion made by the community - OP was backed by multiple other members of it.

When staff is ignoring suggestions - backlash, if they listen to suggestions - backlash.

While commenting on the changes you should think about how it will affect the whole community including staff, not only yourselves.

Still I would like to hear more about the planned changes, full changelog would be great. Please, do not be vague while announcing changes, it only makes the community uneasy.

Edited just now by Platyna

Quote Edit

Not good enough human being.



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