Created by Tel/5enbonzakura on Discord. Revised by kamui1 & yaeism.
If there's anything incorrect please DM 5enbonzakura on Discord.

Plans

- Mentioned plans on a new BP coming in maybe every month and that the reason why it wasn't out this update was because the people that were working on the units were unable to finish in time, so it'll come out next update.[1]
    - Explained that the references for the units got deleted and that they were all scripted but were missing a couple of things, so they are coming out next update.[2]
- Unsure about removing essence stone cap and says "I don't know about that one".[3]
- The Christmas update is too late, but there will be a winter update coming soon.[4]
- Future units will be focused on being stronger and the goal is to add more event units that are reliable and usable instead of everyone getting the strongest unit and going with that.[5]
- Plans for having boss rush events cycle and rotate every week as well as making it co-op.[6]
- Raid and boss shops will restock eventually.
- Guild wars for gamemodes mentioned as well as something called "rifts".[7]
- Matchmaking was brought up and Pyseph said they've been working on redoing the UI for it.[8]

Declined

- A few animes will be avoided and animes like My Hero Academia because they'd like to avoid copyright entirely. Same applies for AOT & One Piece.[9]
- Trait transfers seem to be a no.[10]
- Older units will probably not be touched since the current devs weren't the ones that necessarily made them. No Naruto buff.[11]
- Custom profile banners were brought into question for a certain amount of trophies, this will not happen.[12]
- Unsure about 2x speed as of right now.[13]
- Pyseph confirms that old sneaks from April are unlikely to be added into the game.[14]

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[1] 2:03:12 - 2:03:31
[2] 2:06:36
[3] 2:09:11
[4] 2:18:03
[5] 2:20:20
[6] 2:29:42 - 2:30:00
[7] 2:49:37
[8] 2:52:10
[9] 1:59:56
[10] 2:27:30
[11] 2:43:05
[12] 3:05:23
[13] 2:22:28
[14] 2:42:24

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Potential

- Trading will come, but there's not many exclusives and there's just simply not enough units yet.[15]
- Most likely going to keep cosmetics exclusive to Vanguardian units, Exclusive units and Secret units and skins for now, but they don't want to say no to adding certain skins to mythical characters.[16]
    - Also mentioned asking the moderators to open up a suggestions channel for certain skins around holiday events.[17]
- A dev says they think that everything above exclusive will be tradeable.[18]
- Adding Eminence in the Shadows to the pool of animes that the community wants.[19]
- Subtraits have been set up by previous devs. Unsure of what the plans for them are currently.[20]
- Winter update will incorporate some New Years things into the update.[21]
- Guilds will be done in a completely different way in comparison to AA, more beginner friendly.[22]
- Igris equivalent for future legend stage is a possibility.[23]
- Possibly new traits in the future, will have to be balanced around existing ones though.[24]
- Might add a feature where secret units on banners are rotated when there's more.[25]

Approved

- Portals WILL be added in the next update. The worldline 50 reward is a portal.[26]
- There will be more familiars with unique passives.[27]
- New enemy types will most likely be coming in the future.[28]
- More buffer units will come in the future.[29]
- Difficult to obtain titles will be added in the future.[30]
- Paragon rework confirmed sometime in the future.[31]
- Unit level cap confirmed to be increased in the future. Current cap is at 60.[32]
- Same series synergy confirmed for future.[33]

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[15] 2:13:26 - 2:14:06
[16] 2:19:06
[17] 2:19:20
[18] 2:19:46
[19] 2:38:08
[20] 2:33:40
[21] 2:34:46
[22] 2:37:54
[23] 2:41:40
[24] 2:45:07
[25] 2:46:51
[26] 2:11:20 & 2:36:36
[27] 2:17:38
[28] 2:21:12
[29] 2:41:49
[30] 3:06:40
[31] 2:35:32
[32] 3:23:20
[33] 3:23:40

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Community Feedback

- Team asks about the current state of grinding, the community says that they think it's too easy and devs ask how to balance it.[34]
- Devs ask about how often the community would like sneaks, chat says 4-5 days and dev asks if it'd be ok if they do smaller sneaks when devs are starting to create content and scale it up to bigger sneaks as they progress.[35]
- Tried to bring up content outside of animes using SBR for reference and not a lot of people were happy.[36]
- Flying enemies have to have specific units to do anything at all and that seems a bit too restrictive. A dev says they're open to the idea.[37]
- Tried to get a scope of which anime games to add and they asked if Persona, which one. This led to the community spamming Persona 5 in chat.[38]
- It was then suggested that instead of scaling the difficulty that it'd be better if there was more engaging content, similar to the Dandadan update except the lengthiness. A dev agrees that it seems doable.[39]
- Double evolution to units were brought up and Pyseph answers that the release units will be powercreeped and that they will be brought up to par again.[40]
- Asked why infinite & paragon haven't gotten any changes and Pyseph replies by saying that it was supposed to reset every main update.[41]

Communication

- A mod asked if the devs plan on hosting more stages like this when they update and they replied with yes, but only whenever they can.[42]
- The new lobby is almost done, however the current & only map builder is currently on vacation.[43]
- Multiple part series will be revisited in the future in smaller updates, but it depends on the community. [44]
- Another community member asks about Auric being the main map builder there being a number of commissioned devs about expanding the main team to add another map builder. Pyseph says they'd like to, but Auric is just too good.[45]
- Asked if there's a way we can get something similar to world skippers which are in AA, but instead of receiving gems, the player receives evolution materials for certain characters. A dev then says they're not opposed to the concept but the game is still fairly new.[46]
- Discusses that a good way to keep players entertained is a mode that's more challenging and that requires multiple people, then adds on that adding a stage mechanic to that would be great to see. Community agrees that they'd like some to have a cool mechanic.[47]

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[34] 2:07:06
[35] 2:07:35
[36] 2:23:46
[37] 2:21:12 - 2:21:45
[38] 2:24:23
[39] 2:31:33
[40] 2:33:15
[41] 2:35:32
[42] 2:54:43
[43] 2:55:03
[44] 3:01:29
[45] 3:02:44
[46] 2:25:41
[47] 2:28:00