

Gamers Guild Quarterly Report Q1 **2025.**

From 1st January to 3 March

Overview

Meetings

Bi-Weekly Gamers Guild Sessions - 4 meetings happened so far

Key Achievements

1. Department Creation

We finished the creation of 3 departments **Treasury Guild, Archives WG & Dework PBL**, while 2 Departments (**R&D Guild, Education Guild, and Writers WG**) are currently under development, adding to the previous 2 that was created & finalised in the last Quarter (**Video WG & Onboarding WG**).

2. Animation and dialogue system

We were able to successfully implement the Animation and dialogue system for Workgroup lead and other characters in the Archive WG, Education Guild, Dework PBL and Treasury Guild department creation of Roblox studio.

3. VR Game Development

Several new features were added to the main VR Game which includes the following:

The roblox experience link has been attached with each one:

- **DYNAMIC TREES :**

Dynamic trees have been implemented to enhance realism by responding to wind and player interactions as compared to what roblox usual trees are. These trees sway naturally, creating an immersive environment. The file **given below** showcases the effect in action.

 [Dynamic Trees.mkv](#)

- **ROLLING CAMERA :**

It offers smooth cinematic movement to improve gameplay dynamics. When a cutscene is played with the help of rolling camera, it help us to get our target location. This feature enhances immersion by smoothly tracking motion and adapting to the environment. The file **given below** showcases the effect in action.

 Rolling Camera.mkv

- **DYNAMIC CLOTHES :**

Dynamic clothes have been implemented to enhance the village ambiance in specific areas of the VR map. These garments respond to movement, creating a realistic and immersive experience. It demonstrate how fabric reacts to player interactions and environmental forces. The file **given below** showcases the effect in action.

 Dynamic Clothes.mkv

- **SPAWN EFFECT :**

A dynamic spawn effect has been added, allowing players to purchase and customize their spawn points. When people buy it, so whenever they die or respawn again this spawn effect will play and then fades out. This feature enhances immersion with smooth animations and particle effects, creating a visually engaging transition when entering the world. The file given below showcases the effect in action.

 Spawn Effect.mkv

- **VOICE CHANGING ZONE :**

A voice-changing zone serves as an upgraded **intercom system**, allowing players' voices to dynamically shift when they enter specific areas. This feature enhances interaction and immersion by applying real-time audio effects. The file **given below** showcases the effect in action.

 Voice changing zones.mkv

- **UI IMPLEMENTATION :**

A user interface has been integrated into the **Treasury Guild Dashboard**, enhancing player interaction and navigation. This implementation includes **intuitive menus, interactive elements, and dynamic overlays**, allowing for a seamless user experience. The file given below showcases the effect in action.

 UI Implementation.mkv

❖ VR Update Recording:

The given video below gives the update for the progress made in the main **VR Map** :

 Terrain VR Map.mp4

4. REALISTIC 3D TEXTURE EXPERIENCE IN ROBLOX

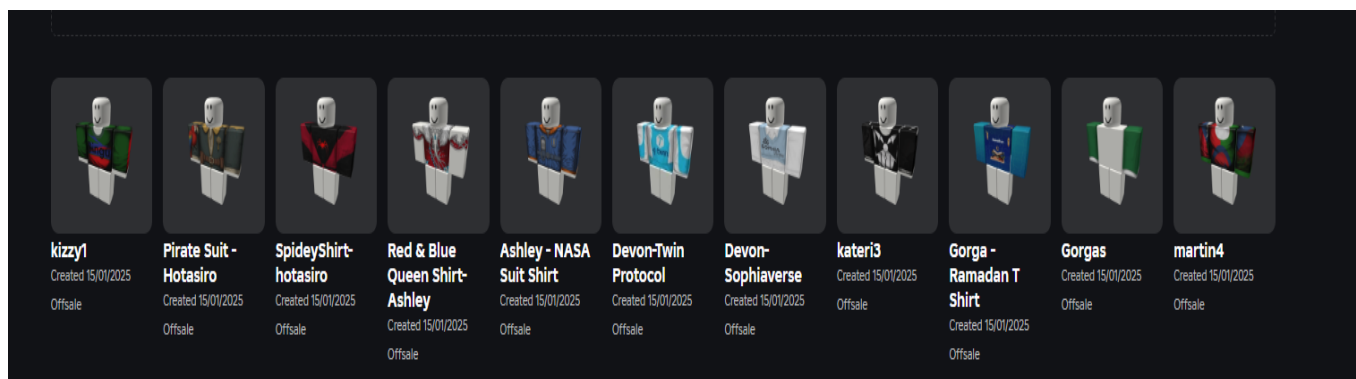
We created and finalized the realistic texture experience on roblox. This experience would be a support for the workgroup creators as this will have many real looking 3d textures and assets which creators can duplicate and use inside of their guild to make it look more eye-catching and real.

<https://www.roblox.com/games/16406535297/Realistic-Assets-Usable>

Deliverables From Key Achievements:

- **Assets Creations:**

In this quarter(2 months) we created total **11** amount of assets which were voted upon and published to roblox market place.



- **Information Collection and Mentoring:**

Information collection task in regards to writers's wg was assigned and completed by devon and Kizzy.

Gamers Guild Department Creators Information

1. Mentor of treasury guild Lord Kizzy successfully **completed** the task.
2. Mentor of Dework PBL WG successfully **completed** the task
3. Mentor of Archival WG Gorga successfully **completed** the task
4. Mentor for R and D Guild Gorga was **assigned** which is still in progress.

Following is the Supports sheets with the assigned supports and their progress status:

 WG Supports

- **Departments Progress Details:**

- **Archive Workgroup** Department by **Kateri** and **Gorga** :

Link leads to [Roblox Asset](#)
[Link to the Progress Video](#)

- **Writer's Workgroup** Department by **Lord Kizzy** and **Devon** :

This department is in progress. It is very close to completion.

[Link to the Progress Video](#)

- **Education Guild** Department by **Malik** and **Hufi**:

Link leads to [Roblox Asset](#)

- **Treasury Guild** Department by **MartinSoki** and **Scarecrow**:

Link leads to [Roblox Asset](#)

- **Dework PBL** Department by **Photogee** and **Rebel**:

Link leads to [Roblox Asset](#)
[Link to the Progress Video](#)

- **R&D Guild** Department by **Rebel** and **SubZero**:

Link leads to [Department Progress](#)

This department has been assigned to new members, building was selected and added in this quarter. It will be finished before next quarter.

Conclusion

The first two months of 2025 saw major progress with **three new departments created** and **three more in development**, strengthening our ecosystem. **VR game development** introduced immersive features like **dynamic trees**, **rolling cameras**, **interactive clothing**, and **voice-changing zones**, enhancing the player experience.

The **realistic 3D texture experience** in Roblox now supports creators, while **11 new assets** were published to the marketplace. **Mentorship and information collection efforts** have streamlined workgroup leadership. With steady progress across departments and key deliverables met, the next quarter is set for further growth and project finalization.
