

AoC Notes 5/4/2018

Notes done by Imperium @ www.imperiumaoc.com to be published on aocwiki.net

AoC Forum thread: [Here](#)

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Twitter: <https://twitter.com/teamlegacynet>

Intrepid Stream: <https://www.twitch.tv/videos/257749036>

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Intro/Discussion

- *Bacon joining us today
- *Bacon: What's in the box? Lightsaber maybe
- *One year since the kickstarter
- *They had an office pool on how successful kickstarter would be. Bacon: I thought we would meet it. Jeff: I thought 1.5 . Tristan cheated (laughs) guessed 3.5 (mil). Steven Said 2.4
- *Over 70 people working on project today. Over 30 in-house.
- *Bacon zone today, so Steven has plausible deniability today (laughs)
- *We are working on housing, environments. Working on tribal houses for dwarven races
- *Continue to grow the team size steadily. Announcement of new hires coming in the next weeks.
- *Steven:Networking-wise the number of engineers we have about 14 engineers working on backend code
- *Steven: The epic engine is remarkable.
- *Steven: Artists on this team are super talented
- *[6:30] Some art we can show (Steven)
- *Tribal assets shown by Javier Perez.
- *Area they have not mentioned yet [6:31] of a particular dungeon that has lore importance. Has a lava/dark look to it. Looks like interior of volcano.
- *[6:31]Elven housing shown, fancy 2 story with stairs. Interior also shown, textures look good.
- *More Elven housing shown, great hall. Very fancy.
- *University area shown with statue in middle. Placeholder statue.
- *Human assets from Bacon showing housing assets.
- *Interior of Mage tower shown
- *[6:33] Castle shown
- *Assets shown called a "playground" testing lighting etc
- *Jeff concepting for weapons, swords, scepters, daggers, polearms, potion launchers, spellbooks, orbs, wands,
- *Bows, Crossbows!!! (Steven quickly tries to remove it)
- *Statues Ryan Richmond was working on. Elven Statues.
- *[6:35] Sketch Work done by Matt Broom, Elven armor. Robe armor detailing.
- *Artwork on paper is transferring to game almost 1:1 due to great artist.
- *We have an a0 test running all week long. Raffle keys going out.

Video

- *[6:14pm] Video shown
- *Character shown in town called "LordSnod"
- *Raid being shown, around 20 players
- *Leaving town as raid. FPS is fluid.
- *Steve explains they are testing raid mechanics, recorded this last week
- *Important they get the networking smooth, showing off a lot of effects
- *UI visibly improved
- *Player seen on horse mount in raid
- *Players continue moving to location, entering underworld/cave
- *Toxic cloud [6:18] Cleric needed to clear the cloud.
- *Engages Sorrow's Hunger mini boss [6:19]
- *Moves forward into the Forest of Paradise
- *Fighting Brood Queen boss [6:22]
- *Boss Mechanics present, shown as effects/telegraphs on ground
- *Jeff: Wanted to make it harder for A0 players. Has AoE knockback. Has jets coming up from beneath players
- *All players in raid shown riding horses towards town
- *[6:24] Showing sieging of city. Bunch of players attacking a bunch of other players
- **Tristan is the dev playing LordSnod (Ranger)
- *Character PhoenixGM mounted horse mid-combat?
- *Tristan dies and then is revived (or self revives)
- *Players still fighting showing netcode in battle (still smooth)
- *Video ends [6:27]

Q&A

Crossbows?

- *[6:39]
- *Bacon confirmed

Nodes part 3?

*[6:39]

*still working on nodes part 3 we will show when it's ready still wanting to work with it to make sure it's to our liking

Will there be random treasure chests in the world?

*[6:39]

*We could do that. Something we discussed (Steven to Jeff). Answer is maybe.

**We want to be transparent in the development of the project. Fine line between lore and system mechanics taking away from the discovery of the players.

Will we be able to make our characters before launch?

*[6:40]

*Steven: I personally would like to offer our character creation suite before launch and have contests for coolest character, saving the character, etc. We are going to work for that.

**Bacon: Maybe a combat arena.

How long until Alpha-0 ends?

*[6:41]

*Jeff: I dont think A0 plans to end. It's about testing stability, optimization. Run new builds on a0 first and see what happens.

I am a computer animation student, what should I work on in terms of software and ability?

*[6:42]

**"Use our tools" (Bacon) Unreal. Motionbuilder, Maya. Depends on what kind of animator you want to be. Spend your time on the tools that you want to use. "Find out where your passion lies".

Will motion blur be able to be turned off/on?

*[6:44]

*That is a natural setting you can turn on and off. Answer is yes. We are a third person view you can zoom in and out of. You will not see first person animations zooming all the way in. We are not designing AoC to be played first-person.

What is the difference between daggers and maces, and could you equip each in a duel-weild fashion?

*[6:45]

*We have discussed having one handed weapons being interchangeable. Depends on what types of augments the weapon has and what you want it to be. Our intent is we want weapons to be agnostic. There will be skills that allow you to throw daggers.

What can I do to support Intrepid without breaking my bank?

*[6:47]

*Our project is fully-funded. We have no box-cost associated with us. Participation in the community is what we want. Watch our streams, discord, etc. We raffle out the keys.

When will we see the other 4 archetypes?

*[6:48]

*I will say phase 2 alpha 1. You will see an iteration of those archetypes.

Will there be global announcements for world changing events?

*[6:48]

*Ideally, we would love that stuff to pass through players. Events players need to be aware of. If a castle is under attack, everyone should know. World bosses yes, not caravans, not local node events. Finding the right balance between things.

What will the maturity of the game feel like. Will quest npc swear will dungeons feel dark?

*[6:50]

*You've seen all those scouts dead in the video. There was blood. There is going to be enough seriousness. We want things to have weight to them. We do not need to rely on swearing to get the dark point across. We are not going grim-dark at all.

Fast travel, auto pathing or just use mats?

*[6:52]

*We have said before there is very little teleporting in the world. There are mounts that are faster travel. No travel to node systems.

How does saving a name work for backers, do people with higher packages go first?

*[6:53]

*When we implement name reservations, it will come by order of tier first, each tier will get access before the tier before them (beneath them) will get announced on website.

Do we already know the monthly price for the subscription?

*[6:54]

*Monthly price is \$15/month.

Do you plan on making an app for world events, character notifications and item management?

*[6:54]

*Good question. We spoke about this before. The answer is yes, there will be an application to download on your phone, world event notifications, notifications regarding housing, interact with the game in some ways. We do want people to interact with the game on their phones away from the computer.

Tell us more about potion launchers?

*[6:55]

*Potion launchers were accidentally put onto the artwork you saw (Bacons fault) we will reveal more about different weapons as we move forward.

What type of PC was the demo running on?

*[6:56]

*It was running on a 970 graphics card.

What are some of the challenges we are facing currently?

*[6:57]

*The challenges are not big ones. For us maintaining the culture is an important thing for us. We are very careful about who we hire. General growth challenge. Having over 70 people working on the project is great. Later on having over 200 is going to be great. Part of our success as a studio is delivering on time. A product everyone can be proud of. Steven: My challenge in addition is that our transparent development process is a two-edged sword, but it leaves us open to falsities, misinterpretation. Rely on the community to spread that information. More voices we have the better is for us developers to take that feedback and run with it.

*We will have another stream next month, no date yet.

*We have some exciting stuff coming “very soon” not including potion launchers.

*[7:01] Raffle starts (10 keys for alpha 0)

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