


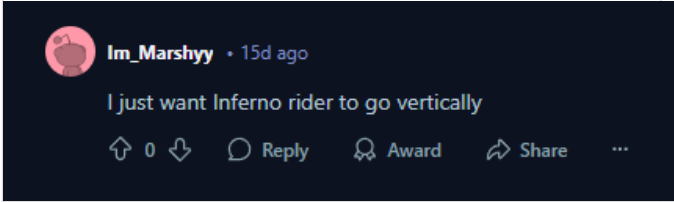
Asked	Delivered
<b>General Quality of Life</b>	
<b>Dailies and Stamina</b>	
Dailies take too much time	V1.1, Daily Activity Points higher for tasks
-	V1.1, Dailies don't give Cost 1 echoes anymore.
Tacet Fields take too much time to get the reward	V1.1, animation turned off
-	V1.4, Double Rewards for Stamina
Adjustable Stamina Reward Multiplier	
More Weekly Boss Runs	
<b>Gallery and Archives</b>	
Quest/Cutscene Replay	
Having a gallery to view weapons, both obtained and not obtained, and the differences from level 1 and 90 in stats, plus refinements	
<b>Photo Mode</b>	
-	V2.1, filters, idle animations, non-fixed camera movement
Photo mode that lets you freeze frame and move the camera around while in combat.	
Fix the resolution of the photos	
<b>Story</b>	
	V1.3, skip summary
Dialogue backlog when playing story	V2.2
Mouse cursor disappearing during cutscene.	
<b>Misc.</b>	
Too few coral pulls in shop	V1.1, changed from 6 to 7
Store ingredients took all my money	V1.1, limited the max shop items
Switching between male and female Rover	V2.0
Pity Counter	
Better audio sync in cutscenes	
Server Change/Transfer	
Make it playable on a czech keyboard	
UI Revamp to have more unique identity	
Subtitle for voicelines in the character menu	
Add refresh on multiplayer list	
More appealing Team selection UI	
Achievement count, TOA progress, and resonator builds added to player profile, kind of like Honkai Star Rail	
Birthday rewards	
X	

Asked	Delivered
<b>Features Related</b>	
Gun gadget	V1.3, Hoverdoid
	V2.0, Hoverdroid shooter mode
-	V2.0, Flying
Flying everywhere	
New Endgame	V2.1, Whimpering Wastes
Fishing	V2.1
Dorm/Housing System	
Training Room	
Message System (like Nikke) for characters	
Onsen	
Babel Tower	Because I want it
Companion App (KuroBBS on global)	
X	

Asked	Delivered
<b>Character Related</b>	
More materials, character building is too slow	V1.3 event V1.4 weekly Illusive Realm V2.1 Fantasies of the Thousand Gateways
Don't lock leveling materials behind story	V2.0, Early Access to bosses
-	V2.0, Spectro MC updated with Spectro Frazzle
Weapon animation changes for dupes like PGR	
To be able to set default weapon for each character	
Resonator reset. Example, spending astrite to reset back to default and refund mats used	
Ability to zoom in on character idle animations on the "poses" menu	
Character Ascension Rewards	
To be able to enable/disable sequences	
Leap System for outdated characters (Like PGR)	
Make Rover fully voice acted	
<b>Customization</b>	
Weapon Skins	V1.4
Character customization for Rover.	V2.0, Mask as Accessory and most likely more to come
Character Skins	V2.0, Sanhua and Jinhsi for a start
More skins	
-	V2.0, Battle Damage
Character Sigils	Why are they still locked Kuro?
X	

Asked	Delivered
<b>Event Related</b>	
Bad event astrite rewards	V1.1, events give more astrite
Tweak Pincer Warrior to be better	V2.1, turned into Whimpering Wastes
Leaving ToA actually let's you go back to ToA screen, not to overworld.	
Timestamp for ToA completion time	
Make event quests (V1.2, V2.1) permanent	V1.4, from this point onward all story events are permanent
Battle Pass Revamp	
X	

Asked	Delivered
<b>Settings Options</b>	
Mobile Controller Support	V1.3
Chat Button is annoying	V1.1, changed location
120FPS	V1.3
Uncapped framerate	
Option to remove HUD	V2.0, Immersion Mode
Hotkey for Immersion Mode	
First Person for Immersion Mode (Maybe in cities only)	
Screen clean of UID and connection signal in immersion mode	
Contrast and Saturation Slider	V2.1
-	V2.1, RTX
Option to turn off TAA Antialiasing	
Rotative Map	
Mute game when minimized on PC	
Draw Distance and LOD settings	
Ultimate animation on-off option	
Being able to unbind Dodge/Dash from right click.	
Russian and Portuguese language	
Being able to set voice language for specific characters	

Asked	Delivered	
<b>Exploration</b>		
Improve Lootmapper or add a way to help us find the last supply chests when area is 95-99% complete	V1.1, Lootmapper area expanded	
Fix buggy auto-targeting and forced camera movement when not locked on.	V1.1	
Add layers to the map for underground areas.	V1.1 to Mt. Firmament, retroactively to Jinzhou	
Add targeted tracking for flowers and other materials like with echoes.	V1.3	
Teleport to overworld bosses and TFs directly	V1.4	
Lumi's super dash available for all characters for a better overworld farming experience	V2.0, Kind of addressed with the Cat Paws	
Allow more map markers and add more icons		
Better map pin system with colors and text		
Lower overworld boss cooldown		
Auto heal after tacet field/sonoro dungeon		
Coop for boss material domain		
Petting animation for dogs and cats		
Auto clear 	Most likely never bro	
		
Glad to help.		



Asked	Delivered
<b>Echo Related</b>	
Batch echo merging	V1.3
Merging 5x same type name echo should allow us to choose the sonata + main stat	
Echoes need too much shell credits	V1.1, credit cost lowered
-	V1.4, Echo Capture Pop-Up show Stats
Echo capture pop up should allow to heart/discard echoes	
Echo Loadout	V2.1
Increase Echo Storage	V2.1, 2000 -> 3000
	V2.1, echo recommendation based on player choices
Using lvl1 echoes to level others.	
Echo Substat Selector	
Echo discard/heart keybind at picking up	
Configurable echo auto lock-on at picking up	
Echo auto pickup	
More TDs based on herbivores, like rhinos, deers, elephants	
TDs based on extinct animals like Similodons, Dunkleostus, Anemocolaris	
X	

<b>Asked</b>	<b>Delivered</b>
<b>Synthesizer</b>	
Let us promote purple tuners to gold	V1.1, added to the synthesizer
Being able to synthesize one kind of mats to another	V2.0
Portable Synthesizer	V2.0
Portable Cooking	
X	