

# WEEKLY UPDATE

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## HIGHLIGHT

Welcome back Struggler.

Partly because of the holidays and partially because I have been busy still dealing with some life issues, I could not contribute to this week progress as much as I would have liked. My focus as with my previous week was completing the first Epic Encounter, and I am happy to report it is all ready for testing, which is what I will focus on next week.

To give you a little preview of what it will be like to fight an Epic Encounter, here is a little run down:

The Boss uses unique rules which none of the other enemies do, such as “facing” meaning it will be important to keep track of where they are currently facing, this creates interesting strategies where you will have to make sure to position yourself in the most strategic way at all times.

When the Foe attacks, they leave one of its sides more exposed, meaning you will have a chance to hit that side more likely (until their next Attack that is).

The Health of a Boss is not reduced by direct attacks, instead you must choose the body parts you wish to attack which has its own defence and health values and hope that after damaging that part enough times it will cause “Injuries” to the creature’s main Health itself, but it is not always clever hitting a specific body part because the Foe might start getting enraged and attack more often, or perhaps that body part does not cause great harm to the creature when hurt.

Anyhow I will have more to share soon with a quick preview video!

Keep on Struggling.

## DEVELOPMENT UPDATES

- ◆ Completed the design of the first Epic Encounter
- ◆ Updated the map of Morterra
- ◆ Updated 2 expansion enemies concepts.