
World's Dawn Torrent

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About This Game



World's Dawn is a colorful life and social sim set in a sleepy seaside vi 5d3b920ae0

Title: World's Dawn
Genre: Casual, Indie, RPG, Simulation
Developer:
Wayward Prophet
Publisher:
Wayward Prophet
Release Date: 25 Jan, 2016

English

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Do not like the controls. Tried to like it but just not feeling it. If you like Stardew Valley, you will be disappointed by this.

The story behind A Story Beside : Hello everyone, I have some rather unfortunate news to share today. I've always tried to be open and honest as a developer, and in that spirit I'm going to delve a little deeper into my personal life than I have in the past. Over the last several months I've been struggling with a variety of health issues that have kept me from being as focused and creative as my usual self. things like constant fatigue, swelling, soreness, and chest pain. These symptoms are the reason A Story Beside was taking longer to complete than I'd originally hoped, and I was dealing with a lot of frustration trying to figure out what was causing them. I would sit down at the computer to work and just be overwhelmed by all kinds of stabbing pains and discomfort. I couldn't focus. After several trips to the doctor, in December I was officially diagnosed with Hodgkin's lymphoma, a very treatable but still scary form of cancer. In a way it's a relief to finally know what's been going on, and why my physical health dropped off so quickly, but it also means there's a long road to recovery ahead. So. What does this mean for Wayward Prophet and A Story Beside? First of all, know that I'm still fully committed to completing this project. But as things are now, I simply can't make any release date promises. I have to make the physical and emotional health of myself and my family top priority. I understand how disappointing this news must be for everyone who's been waiting to play A Story Beside. Please know that I'm planning to spend every moment I'm mentally and physically able working towards release. It's become a challenge I'm eager to tackle and I'm hoping it will give me a lot of strength and motivation to get through the difficult times ahead. Thank you for your understanding and support in the meantime! This humble community means the world to me and I'm certainly not going anywhere. (bonus pic of my two fuzziest fans) I appreciate everyone taking the time to read this update and apologize that I don't have better news. Rest assured there are still plenty of exciting things ahead for Wayward Prophet, and I can't wait to share them with you. Thank you, truly. More updates to come! [facebook.com] All my best, David Grund. World's Dawn is now available to play! : The day is here the complete version of World's Dawn is now available on Steam! I want to extend one final thank you (who I am I kidding, I'll probably say it again.) to everyone who has followed this game from the very beginning. I've received so much love, support, and enthusiastic feedback over the years and World's Dawn could not have been possible without all of it. I truly hope you all enjoy the final product =) If you have a few minutes to spare, please consider leaving a review or a comment right here in the community. I'll do my best to read and respond to everything! One final note. I'm working on sending out codes to all Kickstarter backers, so look for those within the next hour or so.. First update and patch notes : Hello all! I just uploaded a new build of the game that should address many of the issues that have been reported in the first few days. PATCH NOTES Sprinting now takes half as much energy as it did before. This should help you run around town and not worry so much about conserving energy. In addition, the draining sound effect has been removed until you're dangerously close to fainting. You can now exit the game by using your Pocket Diary and selecting the bottom option. Barley won't accept Piping Stew during festivals anymore. To those of you who missed out on completing his quest because of this, I will be contacting you directly with a way to get more stew! After you drink too much and pass out, Quint will still take you to the Guard House, but you'll now be able to get up from the bed. Mixing fruit juice + pure water will no longer give you an extra bottle, and mixing pixie pollen + crushed herb will give you ground nature instead of herbal mix. Male players will no longer receive a second pair of Denim Tucks for winning the LockBall Bash. Digging in the same spot after your dog barks will no longer yield unlimited coins. Minor graphical improvements have been made such as different colored seed bags and painting icons. OUTSTANDING ISSUES The F12 key restarts and/or crashes the game. I am fully aware of this issue (which is caused by the RPG Maker engine) and am working on a solution. In the meantime, if you would like to use the Steam screenshot function, you can reassign your screenshot key in your Steam settings. Sorry for the trouble! Steam overlay and achievement features are still not working properly for a small percentage of players. I'm unsure of the reason for this but am working on finding a fix. Controller options are far from perfect (the lack of d-pad movement especially). I'm working on it, but I don't want to make any promises. it may be best just to use a keyboard if you are having issues. I am planning to continue updating World's Dawn for the foreseeable future, so please continue to report any small annoyances or bugs you come across.. World's Dawn developer let's play : Hey all! As a way to decompress and stay connected with the community after my recent diagnosis and ongoing treatment, I decided to sit down with a good friend and record a World's Dawn developer let's play! We're planning to share behind-the-scenes stories, community comments, and laughs aplenty as we revisit the game I care so deeply about. Check out the first episode and let me know what you think: I've never done any of this sort of casual content before, so any and all feedback is appreciated! I'd love to get the community involved and make this series a fun, cozy return to Sugar Blossom for anyone who could use a little levity in their lives.. Trading Cards and a big weeklong discount! : Hey everyone, In case you hadn't already noticed, World's Dawn is currently 50% OFF as part of this weeklong sale! This is the cheapest the game has ever been, so if you or anyone you know has been waiting to jump in, now is great time to do so. I appreciate any help you can offer spreading the word this week as well. In other news, I'm happy to announce that Trading Cards have been added to the game ! Starting today you're able to unlock badges, emoticons, and profile backgrounds by collecting and trading 12 unique cards, each one featuring a different Sugar Blossom villager. You can learn more here if you're unfamiliar with how Steam cards and

rewards work. Unfortunately, the next big content update (which includes the addition of Quint and Senah as marriage candidates) is still not quite ready for release. I'm truly sorry for the delay. it's been a very busy summer and I just haven't been able to find the time I'd like to be able to work on World's Dawn. I hope you all know how much I appreciate your support and your patience in the meantime. Thank you very much for reading! And welcome to any new players this weeklong sale might bring All the best, David Grund Wayward Prophet [waywardprophet.com]. Romance fixes and a new game announcement : Hello everyone, A few months ago Quint and Senah became official marriage candidates, and since then players have discovered a small handful bugs of associated with those romance paths. Sorry for the trouble! The following issues have been fixed in the latest patch: Quint and Senah no longer cause a freezing bug when visiting your home All partners can now participate in the Twilight Hayride All partners are available in conversation with the ashen fox Certain character dialogue has been updated to reflect new choices I'm also happy to announce that I have a new project in the works! A Story Beside is a fantasy adventure game experienced through the eyes of an ordinary girl. It shares a lot in common with World's Dawn the quiet rural community, fairytale setting and story, and charming cast of characters and is planned for release in early 2018. I'm so excited to share this game with the Steam community in particular, because it was your feedback on World's Dawn that helped it take shape. Every single comment and review has been taken to heart and channeled into the development of this new project. Check out A Story Beside on Steam Greenlight to learn more! I'm always happy to hear your thoughts, so don't hesitate to share! If you'd like to follow more regular studio updates, be sure to follow Wayward Prophet on Facebook [facebook.com] , Twitter , and YouTube .. Looking back and moving forward : Hey everyone! I wanted to drop by and share my thoughts on the current state of World's Dawn, as well as how its reception here on Steam is helping shape what's coming next. Although I'm not planning any more content updates (for now anyway), the spirit of World's Dawn is alive and well in my next project. Take a look at this retrospective video I put together to show how the feedback and critique World's Dawn received has inspired the development of A Story Beside. I've taken a lot of lessons from World's Dawn, its lengthy development process and managing regular updates and patches post-launch. As a result, I'm more confident in my strengths as a designer and more aware my weaknesses and limitations (engines, resources, time, etc.). Being able to communicate with players and engage in the Steam community has given me a ton of valuable insight and experience moving forward. A very heartfelt thank you goes out to everyone who took the time to play World's Dawn and share your thoughts on it. I'd also like to apologize to those who expected more in the way of content updates or fixes. While I'd love to add children, deeper character customization, and tons of unique events beyond the main story, it's just not feasible as a one-person development team with limited time and a meager budget. I'm so excited for everyone who enjoyed World's Dawn to be able to play A Story Beside and hopefully love it for a lot of the same reasons! Please look forward to the game's release in 2018 (and more updates to come in the meantime). Words aren't enough, but thank you once again for your continued energy and enthusiasm. The support from this small but incredibly positive community has truly kept me going and inspires me to make the next game that much better. One last note. World's Dawn is on sale this week for 50% off! If you have any friends who have wishlisted or simply might be interested, now would be a great time to nudge them in the direction of the Steam page or give it a share on social media. [facebook.com] All my very best, David Grund

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