
World's Dawn Ativador

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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.

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. A Story Beside up on Steam : Hello all, A Story Beside now has its own page on Steam! This is my follow-up to World's Dawn, planned for release in late 2018. For anyone who hasn't been following the project, it's a narrative-driven adventure game set in a magical fantasy world and starring an ordinary innkeeper. There's lots more information on the Steam page, including screenshots and the newest official trailer for those who missed it. Thank you as always for your enthusiasm and support! I'm working really hard on this new game and the positive energy from the humble World's Dawn community keeps me going. I appreciate all of you so much =) [facebook.com] All the best, David Grund. 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. New trailer for A Story Beside : Hey everyone, It's been a while! I've been hard at work on my next game, A Story Beside, and wanted to share this new gameplay trailer. I truly believe fans of World's Dawn will appreciate the charming small-town setting and dynamic cast of characters. Take a look! A Story Beside is more of a character-driven adventure game and less of a traditional farming sim. This is in direct response to all the reviews and feedback World's Dawn has received since release most of which point to the writing and characters and social interactions as the game's most positive aspects. Get ready for a lot more of that in A Story Beside! At the moment, the new game is planned for release in late 2018. I don't have an official date yet, so be sure to watch the Wayward Prophet Facebook [facebook.com] , Twitter , or YouTube for updates. Finally, World's Dawn is on sale for 70% OFF this week! Please share with any friends or family who might be interested. Every sale helps and every last bit of income will go directly into development of the next project. Thank you as always for your continued support and all the lovely comments and messages. Working as a solo indie developer is often a struggle in a number of ways, but the enthusiasm from this small but loyal community inspires and motivates me on a daily basis. Seriously, y'all are the best. [facebook.com] Until next time, David Grund. Quick update and patch notes : Hey all! I thought I would post a quick update about the most recent patch and run through which bugs have been addressed. Here are the highlights: Achievements have been temporarily disabled since activating them caused a crash for some players. You can still unlock the in-game marks and I'll hopefully have everything connected and working again soon. Pressing the bell at the Wild Rose Clinic will no longer cause the game to freeze regardless of day or time. Your spouse should no longer spawn in strange places (or spawn twice). If you continue to run into this bug, please let me know, as all the unique

circumstances can be difficult for me to recreate and playtest. Assorted typos and grammar issues have been fixed. I appreciate you continuing to report any bugs you run into! I'm not planning to abandon World's Dawn any time soon and will be releasing periodical patches to keep things running smoothly. I know a lot of people have requested major content updates (additional marriage candidates, ability to have children, etc.) and I'm definitely taking these things into account as I decide how to move forward. If you'd like to see more content added to the game, the best way you can make that happen is to help spread the word about World's Dawn! The more people that find, play, and share the game, the more resources I'll be able to put back into development =) Thanks so much for your support! If you'd like to receive more regular updates, feel free to follow the Wayward Prophet Facebook page [facebook.com] or join our forum [worldsdawn.freeforums.net] .. 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.. 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 .. Summer Sale and future updates : Hello all! I wanted to let everyone know that World's Dawn will be 40% OFF until the end of the Summer Sale! I am very happy to be participating in my first big Steam sale, and hope the discount will motivate new players to jump in about 5 months after release. World's Dawn is a passion project, born from a love of the Harvest Moon series and developed entirely by yours truly in my spare time. The game was received very warmly and I'm extremely grateful to the Steam community for embracing my little farming sim. It has done well, but unfortunately not quite well enough to fully support its own continued development. so it's still a project I'm only able to work on during my spare hours. I know that's not much of an excuse for the lack of updates these past few months, but I want everyone to know I certainly haven't given up on making World's Dawn better. I simply haven't had much time to do so! That said, I wanted to give you a sneak peak of the next big update, which will include the much-requested

addition of new marriage candidates Quint and Senah! I don't have a release date for this content update quite yet, but I promise you won't have to wait too long. There will be other additions to the game included, though I'm not quite ready to announce all of them yet. Thank you so much for playing World's Dawn and for your continued support of this project! I would really appreciate any and all help you're able to give spreading the word during the Summer Sale and beyond =) All the best, David Grund Wayward Prophet [waywardprophet.com]. New marriage candidates! : Hello all! I'm happy to announce that due to popular demand, Quint and Senah are now marriage candidates! These were two of the most requested additions since the game first launched and I'm hoping they'll give old players a reason to revisit Sugar Blossom Village. As for new players? World's Dawn is a whopping 75% OFF as part of the Steam Winter Sale, so it's never been cheaper or easier to jump in! I really hope this steep discount will encourage new folks who might be on the fence to try the game out. And I really appreciate any help you can offer spreading the word to friends and family this holiday season This has been an amazing year for me since releasing this game last January. I'm a one-man development team without the support of a studio or publisher so the love and enthusiasm the community has shown World's Dawn has truly kept me going. There are big things in store (including a new project which I'll be officially unveiling soon!) and it's all thanks to you Sugar Blossom villagers.

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