



Stone & Veil Improvements

- We have been working in two branches of development for Stone & Veil so far: 1) Redesigning the gameplay design. 2) Migrating tooling to more modular and scalable systems.
- We were able to identify key areas of improvement based on thorough testing and many conversations around historic problems with the project.
- Moving forward to 2026, the goal is increased content push and demonstrable gameplay improvements, with provided builds for testing and feedback.
- Planning has been built around making the Pictish elements (deities, standing stones, etc.) equally as cohesive as the environmental message.



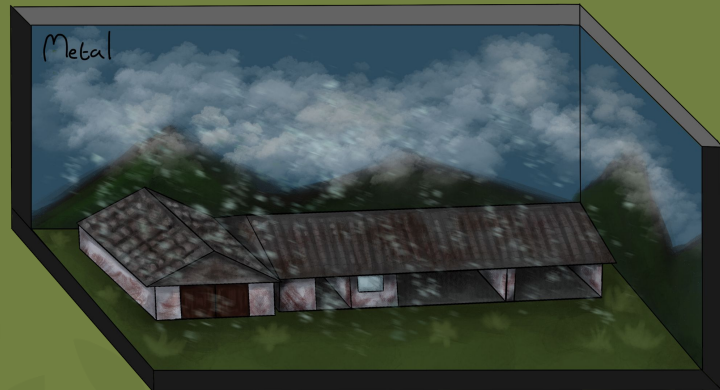
Core System Change

- Resource generation is now based on a “*tick*” system to provide a smoother and more actionable gameplay flow - instead of resources being generated once per in-game month, they are generated in smaller amounts per every real-time second. This slows the pace of the game down, but still maintains engagement - making every decision more important and the effects of these choices clearer.



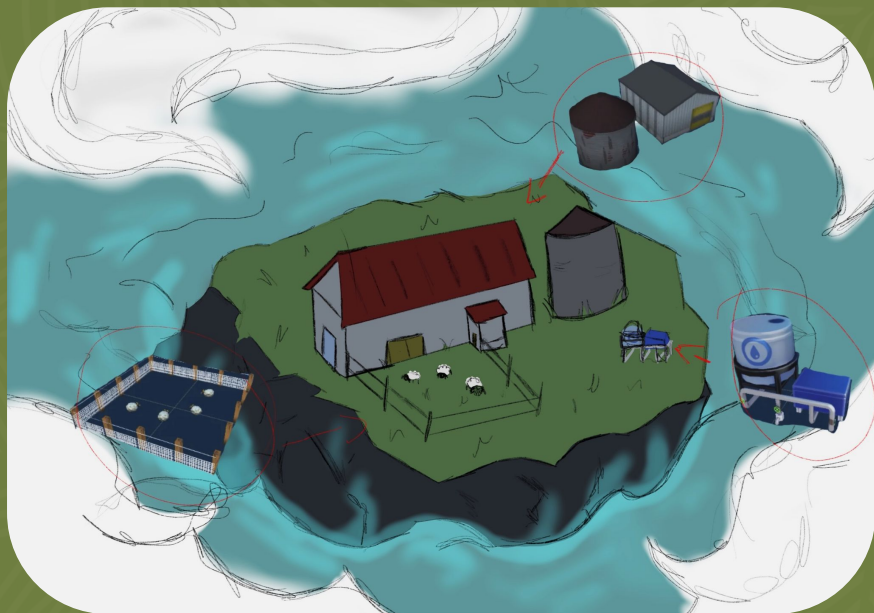
New Resource Dynamic

- There are new resources to extract and build with. Any building can be built with any material (within reason) to give players direct control over their impact.
- Cheaper materials will damage soil health, while renewable and more expensive ones improve or maintain it which forces players to plan ahead and *think towards the future*.
- “Planning for the future” is a huge pillar in the gameplay redesign. All resources aside from food are generated via new extraction buildings and new nodes. It’s important that we make this feel fair during the first-time playthrough with engaging tutorialisation.





Map & Pace Changes



- The map sizes are increased dramatically to slow down the pace of each level. This provides player agency for their choices to make actions more unique. Offering risk-reward dilemmas, and dynamic scenarios.
- Future plans are to have bespoke maps rather than basic tiled maps to make each area memorable.



Flux and Deity Improvements



- Flux events are made far clearer, with much more obvious side-effects that the player can track directly and learn from.
- Pictish deities are now removed from quests, and instead are more present in the core gameplay loop - they manifest as the stronger flux events. This can present as regular natural disasters or even fantasy dangers.



UI/UX Overhaul

- The greatest weakness in the game is the lack of clear feedback (user experience). Outside of redesigning some core mechanics, this is our most important area of improvement.
- A more streamlined, yet clear and informative User Interface is in progress, including showing building links.
- Heavy emphasis is on providing more information without it being a screen full of overwhelming stats. Finding that balance is the biggest challenge.



Redesign Summary

- Real-time “tick” system = more meaningful/dynamic actions.
- Clear User Interface/User Experience = less confusion about what to do.
- Resource-driven gameplay that directly affects soil health = long-term strategic planning concept made accessible.
- Deity events combined with Flux mechanic = stronger narrative & environmental impact.



Production Schedule

NOVEMBER	DECEMBER	JANUARY	FEBRUARY - MARCH	APRIL - MAY	JUNE
FINAL CORE REDESIGNS PROTOTYPING NEW SYSTEMS CONCEPT FOR PROPOSES CHANGES INTERIM REPORT	FINALISING TECH OVERHAUL ART SYSTEMS SETUP AUDIO SYSTEMS SETUP UI TOOLING INTEGRATION	GAMEPLAY CONTENT ART OVERHAUL	GAMEPLAY CONTENT UI/UX AUDIO CONTENT MUSIC CONTENT	FINALISING GAMEPLAY LOOP QUALITY ASSURANCE USER PLAYTESTING BUG FIXES MULTI-PLATFORM TESTING	BUG FIXES PLATFORM CERTIFICATION
PRE-PRODUCTION	PRODUCTION			TESTING	RELEASE PREP



Other Key Info

- We have secured an in-house artist to focus on getting the buildings and environment as accurate to the location as possible. As well as some much-needed graphics improvements across the board.
- We are working to weave the Pictish spin closer to the core loop and narrative of the game. Future designs are in progress!
- Tooling for dynamic, scalable, and clear user interfaces has been secured.
- We can't wait to show more visual improvements in the new year!