

# 12/15 ROUNDTABLE

## ODF release edition

- nobody has ANYTHING to say :(
- odf integration/new update yay
- nothing ever happens
  
- Question about japan proposal
  - Story can answer this but isn't here :(
- Corn russia(?) rework
  - **Lamouiner**: Still in conceptual phase, establishing physicals before any actual devwork takes place
- Any plans for poland dev?
  - Poland dev is temporarily paused 4 design work w/ invasion + not really a priority
  - Still based around Black Tiger's proposal, just not being worked on
  - Might restart development in the future????
- What's the reason for applications not opening more often?
  - **Frolicking**: More team members for the sake of MORE isn't a good strategy

- Too many cooks spoil the broth etc
- No demand for a high volume of devs, so there'd be a lot of nothing going on
- Any time a new writer is needed, past applications are still in backlogs alongside returning writers
  - Btw contrib apps were closed but will be reopened soon:™:
- Bormann is ALMOST COMPLETE hooooly shit, should it be released separately??
  - **Lamounier:** no
  - Bormann and Speer are very tightly connected via mechanics and narrative, so it'd be off to release it in separate updates
  - Additionally, mechanics are for both Bormann AND Speer; they both merge together in a single base for all germany paths to minimize work needed
  - If push comes to shove, Bormann and Speer could release separate from Kampfzeit *but* the two fuhrers gotta be released together (very romantic)
- After Crow and Bull what is the most likely release candidate
  - Either GER rework or Iberia :)
- What will Turkey dev do after ODF release, will all the stuff added in ODF be kept
  - Uhhh yeah
  - Most content will be kept and implemented into future focus trees

- Left wing parties, CHP, etc etc will be implemented into future updates
- Approx. Crown Bull update?
  - Approximations are for SUCKERS
- Is there a reason why the Abwehr is still around since the German intelligence apparatus doesn't need it post WW2
  - Could just have the Abwehr under other security organizations
  - Speer relies on it as an independent organization via Gehlen, so that's one reason
  - A separate organization for different responsibilities versus other intelligence groups, compared to Bormann
- What's left for German facelift
  - Bormann is nearing loc completion (weoooo)
  - Mechanical things are still needed, and it's quite long
  - Speer is a wee bit hampered but should begin regular work soon™
  - For Bormann, only things needed are focus effect tweaking w/ new mechanics + reintegration mechanics rework
  - Old stuff has been rendered redundant, needs rework
  - Speer phase 1 is pretty done design-wise, phase 2 needs more work (oil crisis, epilogue, successors, etc)
  - All in all: Speer needs more design work
  - ALSO, Kampfzeit is still wallowing in conceptual phase, needs more sculpting out narratively and mechanically

- **tl;dr speer and kampfzeit need more work**
- Is Ireland still being devved?
  - Yes, it's just very quiet and mostly background/design work
  - Plans for potential hotfix stuff???? (very minor, mind you)
    - Replacing military coup w/ something better, expanding IRA ending, redoing generals roster
  - Focusing on Troubles section in late 60s
- Ambassador purge?
  - Purge involving 2 people (lol)
    - Stalin weeps...
  - 2 ambassadors on the team were underage, better to focus ambassadors/mods to be 18+ for obvious reasons
- Are there plans for releasing tests 4 bormann and speer before kampfzeit
  - Yes, which is why two separate branches between kampfzeit and fuhrer rework exists
  - Some testing has occurred, but real testing will ramp up once mechanics are sculpted out around next year
  - Early GER is a NOTHINGBURGER
- Corn question: Will any Russian warlords have a different start?
  - Slav + Kataryna + Corn have been concepting, blah blah blah
  - Team coordinators have been talking abt reworking Sverdlovsk and Tomsk start
  - Sverd tree is design complete, Tomsk is under work

- Nearly all warlords have some idea of what's getting changed, what's not
- Status of Space dev? ❤️
  - uhhhhh swaggalicious
  - Check #space\_dev stupid
  - its real nice
  - Yeah
- New Russian mechanics for all tags once Russia rework releases, or just for Amur?
  - Corn dreams of a Toolbox Theory™ for russia, so yes it'll be integrated w/ all tags
- Lam pronounces Speer as Schpeer, American/?????
  - It's pronounced spcchchppeer, actually
- Progress on coming updates after projection rework
  - Yeah it's brazil stupid
  - South America bits might come extra
- Can we host Nuclear Nightmare tmrw?
  - Why is this a question
  - Wrkljcqwjrkcwmqklrhkqwmhjkqwemxhkrwkjrtx
- Whaaaaat's the deal with airline food????
  - Yo mama (boom)
- What's next for Antarctica?
  - Next up is gonna be Chilean Antarctica content

- ChileAnt was loc complete but needs mechanic work + ending finish
- After that, focusing on skeleton content for Chilean and Argentinian antarctica for endgame involvement
- After that? Japan, probably
- Could Frolicking beat up Hitler?
  - No, he'd make out with him
- Next content w/ 10 year content?
  - Iberia or Germany :DDDD
  - Brazil isn't *technically* 10 years but it gets up to 1970 election, but it DOES NOT COUNT!!!!!!!!!!!!!!
    - 4-5 years of content for brazil
- If Frolicking died of totally natural causes who'd be king of TNO
  - Probably daffy
- Thoughts on Linkin Park?
  - Hhh
- Thoughts on Irish meals?
  - Idk
- Can I be team lead?
  - Yeah, dalek, you can be team lead!

