Terraria planned features

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For the container used to grow plants, see Terrarium. 2011 video game TerrariaDeveloper (s)Re-LogicPublisher (s)505 Games'b'Designer (s)Andrew SpinksKweitny SpinksProgramer (s)Yorai OmerChris BednarzArtist (s) Jim Kiexrudvictor Mo Mo Georgesson HayesComposer (s)Scott Lloyd ShelleyPlation (s) Microsoft Windows PlayStation 3 Xbox 360 PlayStation Vita iOS Android Windows Phone PlayStation 4 Xbox One macOS Linux Nintendo 3DS Wii U Nintendo Switch Xbox One X release May 16, 2011 Microsoft Windows WW : May 16, 2011 PlayStation 3 NA : March 26, 2013PAL: May 15, 2013 Xbox 360 WW: March 27, 2013 PlayStation Vita PAL: December 11, 2013NA: December 17, 2013 iOS WW: August 29, 2013 Android WW: September 13, 2013 Windows Phone WW: September 12, 2014 PlayStation 4 WW: November 11, 2014 Xbox One WW: November 14, 2014 macOS, Linux WW: August 12, 2015 Nintendo 3DS WW : December 10, 2015 Wii U NA : June 16, 2016PAL: June 24, 2016 Nintendo Switch WW: June 27, 2019 Genre (s)Action-adventure, sandboxMode (s) Single Player, multiplayer Terraria is an adventure sandbox game developed by Re-Logic. The game was first released for Microsoft Windows on May 16, 2011, and has since been ported to several other platforms. The game involves exploration, crafting, building, painting and fighting different creatures in a procedurally generated 2D world. Terraria received generally positive reviews, with praise given its sandbox elements. By April 2020, more than 30 million copies of the game had been sold. Gameplay In the game is a screenshot from 2011 showing the player's character standing next to the Terraria trees is a 2D sandbox game with gameplay that revolves around exploration, construction, crafting, wrestling, survival and mining, playable in both single-player and multiplayer modes. The game features 2D sprite tiles based on graphical style reminiscent of the 16-bit sprites found on Super NES. The game is marked by a classic gameplay adventure style, similar to games such as the Metroid series and Minecraft. The game begins in a procedurally generated world, with players starting out with a few basic tools to start them. Many resources, such as metal deses, can be found when exploring caves. The player starts with low health and mana, which can be increased by searching for certain items. Some resources can only be found in certain areas of the map stored in common and rare containers, or discarded by certain enemies. The player uses resources to make new items and equipment at the appropriate craft station for this recipe. For example, tables or other items can be made on a work bench, bars can be melted from ore in the oven, and armor can be made on an anvil. Several cutting-edge items in Terraria require craft operations where the product of one recipe is used as an ingredient for another. The player may encounter different types Terraria, which depends on several factors, including time, location, and random events. The player can fight against enemies with swords, bows, guns, magic spells and called henchmen. The player can also fight bosses who use a number of different combat mechanics and can opt out of rare items. Bosses are called by certain elements or by certain criteria. The defeat of these bosses is directly related to the progression in the game. Defeating a certain promotes the game in the hardmod that adds many new enemies around the world, as well as new NPC and items. By performing certain tasks, such as defeating the boss or getting a specific item, players can attract non-executive characters (NPCs) to practice structures or rooms they have built, such as a merchant, nurse, or master. Some NPCs can be purchased by finding them around the world and then living in homes created by the player after they are saved. Players can buy or sell NPC products and certain services with coins found in the world. The game features many different bios and areas, each with a unique set of enemies and challenges. Some biomes will naturally expand, slowly overtaking and converting blocks into adjacent. Expert and Master Mode are difficulty modes that increase the challenge of the game in exchange for some exclusive items. Travel mode allows players to duplicate items, adjust world difficulties and control the weather and time during the game. Terraria supports fashion, aided by third-party tModLoader. It later received official support from Re-Logic when it was released as a downloadable content on Steam along with the Journey's End update in 2020. Terraria's development and release was developed by Re-Logic starting in January 2011, and built on the basis of Microsoft XNA and written on C. Re-Logic consisted of Andrew Spinks, who designed and programmed the game, Finn Bryce, who together with Spinks made a graphic design for the game, and Jeremy Guerret, who was a production assistant at Re-Logic, but left shortly after the game was released. Music written by Scott Lloyd Shelley. The game was released for Microsoft Windows on May 16, 2011. In December 2011, the game was upgraded to version 1.1, adding new monsters, bosses, NPCs and items. The update also included improvements to the world's game generation technology and lighting system. In February 2012, the developers announced that they would not continue to develop actively, but would release a final patch to fix the bugs. However, development resumed in 2013, and Tahir asked the community to come up with ideas that could be included in future Content. In September 2012, Spinks announced that Engine Software and 505 Games would be sold to Terraria on Xbox 360 360 PlayStation 3. The game was released for Xbox 360 via Xbox Live Arcade on March 27, 2013. The PlayStation 3 version was released via PlayStation Network in North America on March 26, 2013 and in Europe and Australia on May 15, 2013. Shortly after the initial release of the 505 Games console, Terraria was announced for PlayStation Vita; It was released in Europe on December 11, 2013 and in North America on December 17, 2013. Spike Chunsoft has localized versions of PlayStation 3 and Vita for release in Japan, including exclusive items such as a Monokuma-based suit from their Danganronpa series. In May 2013, 505 Games announced a mobile version of Terraria ported by Dutch studio Codeglue for Android, iOS and Windows Phone. It was released for iOS on August 29, 2013 and Android on September 13, 2013. The Windows Phone version was released on September 12, 2014. In October 2013, Re-Logic released version 1.2 for Terraria on Windows. The update added a plethora of new mechanics, gameplay changes, and graphic adjustments. After the release of Update 1.2, the game returned to receiving continuous updates. The console and mobile versions were upgraded in 2014. Terraria was released on GOG.com 2, 2014. The downloadable version of Terraria was released for PlayStation 4 on November 11, 2014, and Xbox One on November 14, 2014, with retail release on December 2, 2014. In September 2014, Re-Logic announced that Terraria would come to macOS and Linux. They were both released on August 12, 2015. The Nintendo 3DS version was first released on Nintendo eShop on December 10, 2015. The Wii U version was released on eShop in June 2016. Version 1.3 was released on June 30, 2015, adding even more elements, events, enemies, bosses and gameplay features. The update was released for consoles on December 12, 2017 and was released for mobile devices on August 27, 2019. In July 2016, 505 Games announced that Engine Software and Codeglue would no longer work on console and mobile versions respectively, and that the development of these versions would be handled by the new Pipeworks studio. The Nintendo Switch version, ported by 505 Games, was released on June 27, 2019. In December 2018, 505 Games announced that the development of The 1.3 Update for Mobile Devices would be adopted by DR Studios to help Pipeworks focus on the game's Switch port. The fourth and final major update of the game, Journey's End, was released on May 16, 2020. As in previous updates, it has added new items, enemies, complexity modes and gameplay features. Admission AggregateEd AssessmentAggregatorSorMetacritist: 83/100-49-PS3: 81/100-50-X360: 81/100-51-iOS: 82/1 00 VITA: 85/100-53-PS4: 83/100-XONE: 84/100-55-3DS: 71/100-56-NS: 82/100 Gamer (USA)79%-61-TouchArcadeiOS: Terraria has received generally positive reviews from critics, according to a review of aggregator Metacritic. The review for Destructoid included praise for Terraria as full of depth. Another reviewer praised Terraria's integration of some Minecraft concepts into two dimensions. GameSpot praised Terraria's research and sense of accomplishment, but criticized its lack of textbook or clear directions. IGN praised the game, claiming that Terraria expands on the familiar gameplay of the sandbox with a great emphasis on wrestling and adventure. Terraria won the 2011 #1 Indie of the Year Player Choice award on IndieDB. Terraria has been described as a Minecraft clone by various gaming media. Terraria sold 200,000 copies in just one week of release, and more than 432,000 copies within a month. By June 2015, more than 12 million copies of Terraria had been sold on all platforms, and by April 2020 their number would have increased to more than 30.3 million, with 14 million on PCs, 7.6 million on consoles and 8.7 million on mobile platforms. In October 2013, Spinks announced that he was planning Terraria 2, saying that it would be significantly different from the original game. Terraria: Otherworld was another scheduled game in the Terraria universe, and was announced in February 2015, which was released later that year. The otherworld instructed the player to try to cleanse the world of corruption, which had to be achieved mainly by searching and activating the cleansing towers that push back the spread of Corruption. Otherworld would include more strategy elements and role-playing games such as the tower's gameplay element defense, tree skills and plot. In April 2017, Re-Logic announced that the project's previous partner, Engine Software, would be pushed back in favor of a new studio, Pipeworks, because the game was behind schedule. In April 2018, Re-Logic announced that the game had been cancelled because they were not satisfied with its development and did not want to rush the release of a non-quality product. Notes and are ported to the mobile platforms of DR Studios, formerly Codeglue. Also ported to various pipeworks Studios consoles, formerly Engine Software. PC versions are published by Re-Logic, while the retail version for Windows has been published by Headup Games in Europe. Japanese version published by Spike Chunsoft. Inquiries: b c d e f g h Mc Shea, Tim (May 31, 2011). Terraria Review, Terraria PC Review. a b c McWhertor, Michael (May 13, 2011). Somewhere between Super Metroid and Minecraft lies an intriguing Terraria. Kotaku. Gawker Media. Received on May 18, 2011. Devore, Jordan (April 25, 2011). Minecraft in 2D, you say? Terraria looks legal. A destruid. Received on May 22, 2011. Gere (May 18, 2011). Terraria offers two-dimensional prey, study and giant eyeballs. Wired. Publications by Conde Nast. Archive from the original on May 21, 2011. Received on May 22, 2011. Terraria Patch 1.1 to add new bosses, monsters, NPC, hard mode and Unreal Megashark News. PC Geimer. 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