

Hi

Probably some of you are interrogating what happened to DOTP2014 and if this game is still being updated by the community.

I only recently become involved in this project, just about a year ago. I started to code my own cards and correcting bugs.

As I write this post, I'm coding card from Modern Horizons 2. I have already coded cards from Khaldeim, Commander 2021, Strixhaven: School of Mages and some others. Modern Horizons 2 is the most recent I'm coding and next I'll be moving to "Adventures in the Forgotten Realms". By now, this game has more than 1200 new cards, coded and tested by me (A big THX for all the past coders of DOTP2014 for their released cards that are a resource of inspiration and knowledge for coding new cards.)

A year ago, I posted that I was creating new cards for DOTP2014 but there was no much of a reaction. I tried to quit this game a lot of times, but I always come back to some coding on cards. I love to create new cards, even if it takes a lot of my daily time.

This game has its own problems as a lot of you know. I tried to quit DOTP2014 and join Manalink 3.0 project, but it also has its own share of problems and I'll never be half as good creating cards as I'm here in DOTP2014. I'm a Rookie but I understand the code. The good coders were theFiremind, Xander909, Splinterverse, NeoAnderson... These guys were the best source for good card code.

So, what happened to this game?

I think the shifting point it's when Xander909 passed away. He was the main guy who kept the community active. He created cards, answered posts, kept an update version of the game...

After his death, the community behind DOTP2014 also become slowly dying, and now it's almost dead.

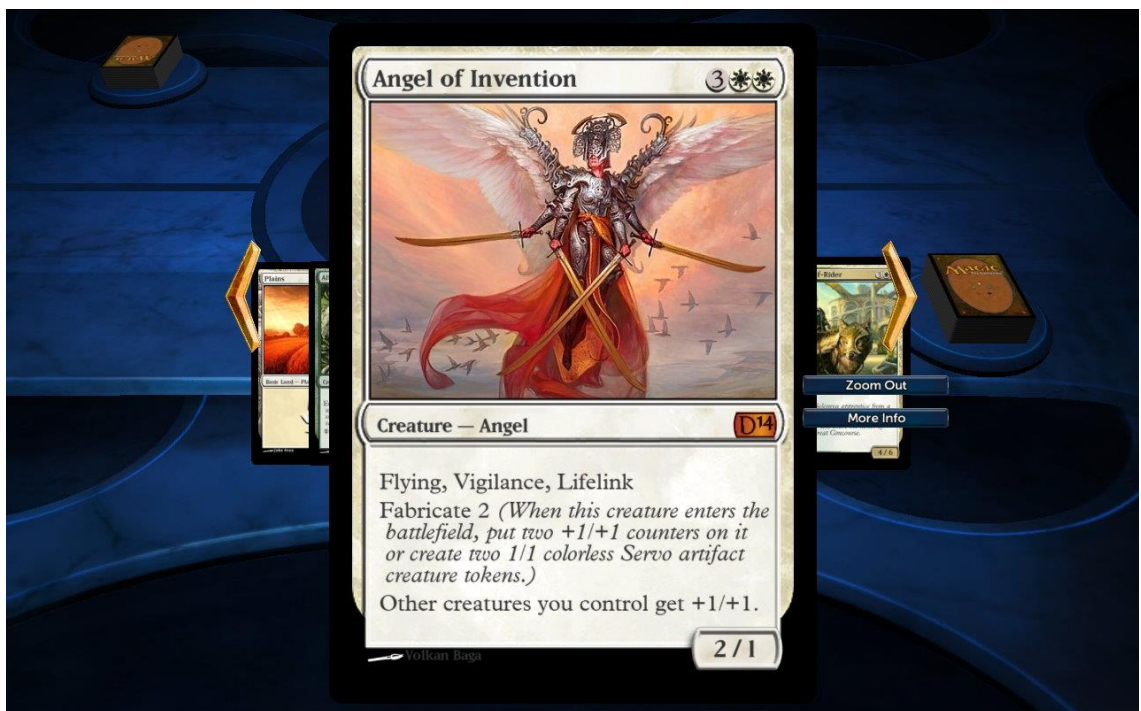
Actually, I maintain active on this game for my own joy as the community never showed great interest in a new update for this game. I only like to play MTG against the AI, so Magic Arena was never an option and the other options around to play MTG all have their own problems including bad AI (Forge), lots of bugs (Manalink 3.0), bad UI (XMage).

So, since I started involved in DOTP2014 what have I already done?

- I've created and tested more than 1200 new cards, up to Modern Horizons 2.
- I've reworked ALL the images using AI and other tricks on cropped images from Scryfall (up to Phyrexia: All Will Be One). All the cards now have a decent art. (Left – Original – Right – My treatment)



- Abilities have description in cards, like in paper cards. and no longer needed to cycle through the info searching for the definition of Surge, Eternalize, Fabricate, Proliferate, Provoke, Cycling... All the info you need to know are already shown in cards.

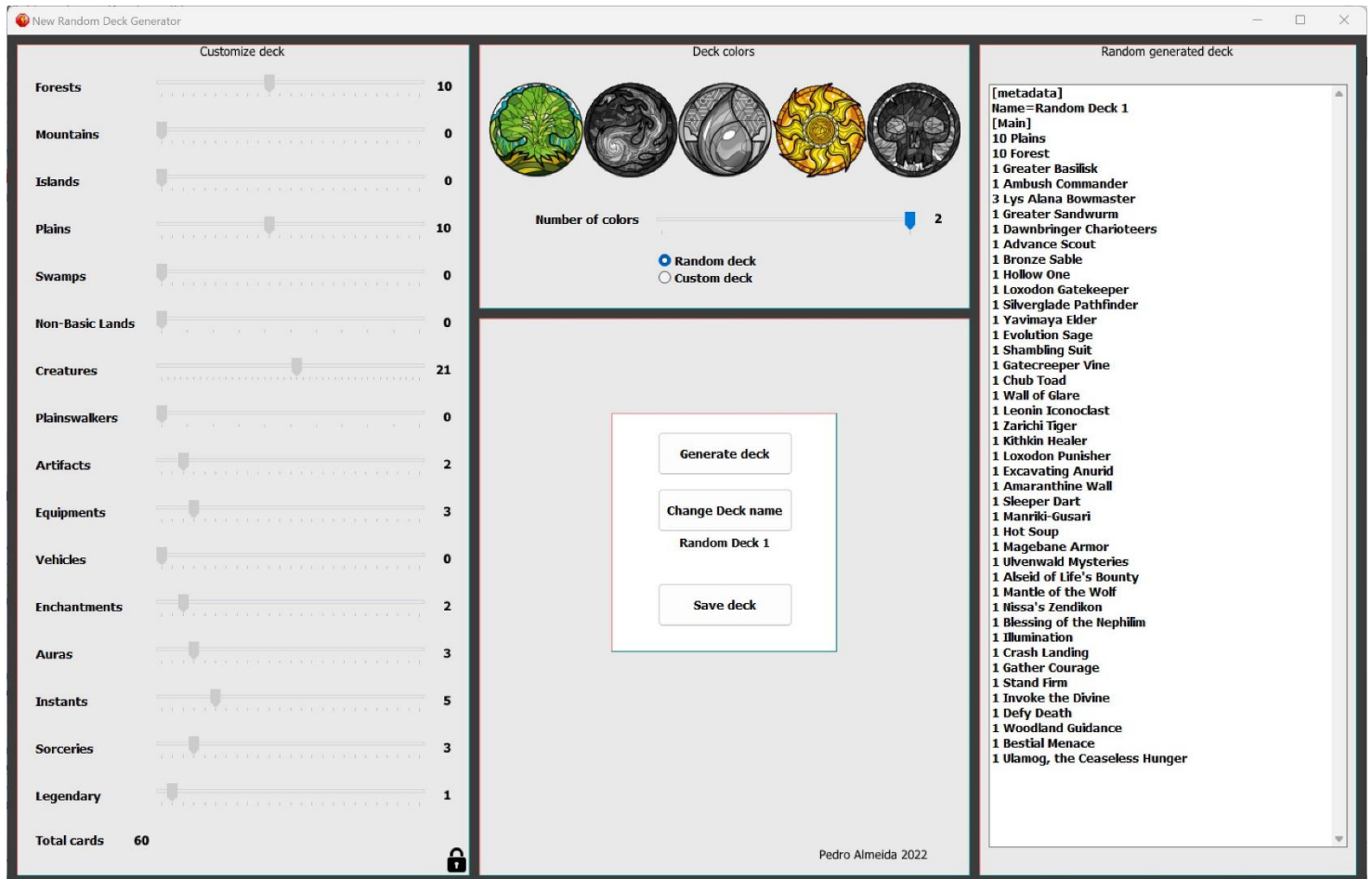




- I've created a modified way to play DOTP2014, so now there is no more mana flooding or lack of mana because of the draw luck. This way, to each player is granted a basic land and non-Land card in each of its turns. This is intended to be played with random generated decks. So, no more fancy combos or defined strategy (you'll have to improvise). This is intended for you to battle with the cards Lady Luck gave to you and try to win the game that way. This way, the game soon become more tactical because you'll have more mana available sooner and more cards to be able to play, so you'll have to make decisions to "what card should I play now"? You'll have more mana and more available playing cards, but so the AI...



- I like to play with random generated decks, I've created a basic MTG random deck generator. I've read each card DTP2014 have and chose 13740 (up to date) cards that fit into this kind of game. So, now you just have to press a button to have a new deck among "infinite" possibilities.



- I've patched LOTS of cards.
- Extracted contents from wad files and made them available just outside them. I've extracted all the cards, all the illustrations... and these are all available to just modify or create new and be ready. No need to create no wad with the alterations. All modifiable content is located in "DATA_DLC_DECK_BUILDER_CUSTOM" so, just go there and modify the files as you wish.

So, this is what I've been doing, but what is else to be done?

- Create all possible cards in my abilities up to the last released set.
- Correct "Card Queries" that are wrong in cards.
- Check "all" the cards for bugs, wrong "card queries", improve AI availability. (At least check all cards created by "Migookman" as these cards are usually badly coded). A lot of cards were created but a lot of them were never tested and are still bugged.
- Recheck all missing from past sets to see if I can code any that were not coded before or the ones I left behind to be coded later on.

This is a Herculean task and for a man only it will take me some years to do all this. I'm slowly doing this just for fun, at least while I'm willing to continue.

So, if you want to help, how can you help?

- Playing the game and report bugs is an excellent help!
- Creating and sharing cards.

So. This is my personal version of this game and not the community version that you can download and update the vanilla version of DOTP2014.

For now, the only way for you to have this version of the game is to send me a PM so I can share it with you.

Have fun!