So, as far as listing the biggest changes and updates introduced in Cyberpunk 2077 since its release a year ago, it's really not an easy question to answer, especially from the Tech Support perspective. In Tech Support, we are very close to player feedback: we analyze trends, collect statistics, and closely cooperate with the dev team to act on that data, so there are many topics and issues that we are strongly invested in and follow closely, and it's really difficult to pick. Also, many changes are not just interesting because of the result but the process or a twist behind them. In game development there's a lot of situations when multiple changes combine into something bigger, or there's an ongoing process, and such moments are rarely highlighted and brought up. So actually why don't I start off with something like that:

1. Since release, multiple patches have contained many 'under-the-hood' fixes, focused on performance and stability, many of them among my favorites, but difficult to describe in non-technical terms (like, say, merging garlic allocator into GPU allocator, which is an actual change included in 1.21 and not a secret weapon against vampires). Sometimes when a particular change like this is really significant we'll include it in the patch notes and explain what impact it has from the player's perspective, to give credit where credit is due, but most often they fall under "improved stability and performance". I'm using this moment and giving this space to all the programmers behind those less-easy-to-explain-yet-crucial changes, which are often missing from pieces like this. Chapeau bas!

   There are also some significant changes among content updates that come to mind:

2. In patch 1.3, we updated the minimap's zoom level when driving, making it more zoomed out so it is easier for players to navigate across Night City. This is something a lot of players brought up, so we knew that it required attention, however increasing the minimap's range required some out-of-the-box thinking to make sure it was implemented properly. It's probably surprising to hear, but zooming the map out, thereby increasing its range, did have the potential to impact performance and streaming across platforms. So, it wasn't a quick and easy fix by any means!

3. Bulk crafting and bulk upgrading for weapons and armor etc. — again, this was something that players had been asking for a lot. It's a pure quality-of-life upgrade that just makes life in Night City more efficient. Good stuff.

4. The wet surfaces rework, designed to make wet surfaces in the game look more detailed and realistic. In fact, there's a bit of a story here: work on the game's systems is continuous, and doesn't stop when an update is being prepared for release. When an issue appeared in 1.3 which suddenly made it look like reflections on wet roads had stopped working in the game, it was actually a snapshot of ongoing work on the game's visuals. And the fix we released in 1.31 was the rework of the Wet Surfaces System that was being worked on as 1.3 was prepared for release i.e. what caused the issue to begin with. And so since 1.31, wet surfaces across Night City look more immersive and natural, which was a pretty cool and noticeable change.

5. No one was missed more by players than Dum Dum before patch 1.2. We got many reports about the character missing from the entrance to the Totentanz nightclub in the quest *Second Conflict*, so making sure he ended up being found and brought back to his rightful place was definitely significant in terms of player attention! I'd also like to give a shout-out to the 'most disappointing fix', which also involves Dum Dum, referring to a change in patch 1.05 which solved the issue of Dum Dum following the player around Night City after meeting him early in the game. After the patch we received a lot of feedback from players who loved having him around, but I hope they understand why the change had to be made!

It'd be great to talk about even more changes introduced since the game's release, but some of those that I would love to mention are already done, but yet to be released. See, from the perspective of a person inside a gamedev studio, thinking back about "what's done" requires a bit of effort because something can already be done and closed internally but not yet released and known to the external world. The Tech Support team is one of the teams that need to keep track of the difference between what is "done" and what is "done and released". We often receive requests about something we already know is done, however not yet public and needs to be kept under wraps till the time is right. Right now is one of those moments where there are a lot of changes already submitted and done, but the interactions between them are being smoothed out and tested, and the vessel that contains them all is also being assembled and polished — that vessel being an update (so e.g. like the upcoming next-gen update we're currently working on).

As you can see, Cyberpunk 2077 has seen a lot of changes since launch. Bigger or smaller, under-the-hood or visible and obvious, released or not out there yet, each one has resulted from the thought, attention, and consideration of many people — all working toward the goal of making the game a better experience for all — and I'd like to take this opportunity to give kudos to all of them for the ongoing effort going into improving Cyberpunk 2077's many systems.