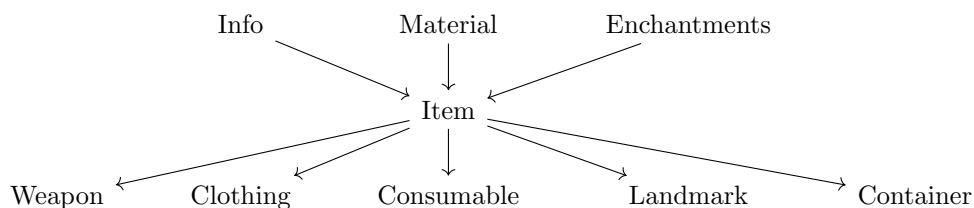


## Goals

- Make a MUD



## Descriptions

**Item:** Has data members durability, weight, weight-distribution, flexibility,

### Item Ideas

1. **Info:** Contains external description of item. This includes how it looks, size, and volume-type. Size and volume type factor into what said item can fit into and weight distribution. Also contains unique ID and name.
2. **Material:** Contains information regarding the material of the item. This factors primarily into things like durability, weight, density, and flexibility.
3. **Enhancements:** Contains information regarding how this item affects the statistics of the one who possesses it or the one it's used on.

### Potential Composition modules for item

1. **Weapon:** Has data members damage-type.
2. **Clothing:** Has data members defense, wearable-locations.

## Possible Commands

Commands are [noun] [verb] [location]. There must always be a verb. Sometimes that verb requires a noun (i.e. - get item). Optionally, one may specify a location (i.e. - get item from container). Words like "from" etc. will just be ignored. Don't spend too much time on this; it's not really relevant.

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## Ideas

- Combat like Vindictus/PSO. It needs to be *that* good.
  - Step forward when swing (using attacks as movement)
  - Fast-paced
  - Somewhat long-ranged melee weapons
  - Every attack is "premeditated"
- Environment/tiles/depth like Minecraft
- Graphics like Final Fantasy Tactics (maybe taller; maybe more like FF9)
- Card Game like FF8 or FF9
- A primary tower-dungeon like Sword Art Online (but with a whole world built around it; it doesn't consist of just the tower-dungeon). The dungeon is randomly generated. The world is not.
- Circular world? Dungeon in the center with many floors. Each floor randomly generates.
- No one can see each other's level or equipment explicitly (only how it looks, how strong a person is, etc.) You can see HP, though.
- NEURO: Concentrate for special attack. Black and white. Soothing voice: "Breath..." Everything around silences.
- Anonymous skills (you don't know why you get them, they just appear) and skill requirements. The skill "tree" branches from that single skill. Think: "Dual-wielding" in SwordArt.
- No map/radar/etc. Maybe have a paper item on which players can draw a map of the world. They won't have "You are Here" on them, though. It's just a regular map.
- No "whispering" (what the fuck is that shit). Sent mail messages will take some time to get to their respective party. Chat will be done when two characters are face to face (or via some magic).
- Long-distance magics that target some player; maybe something like a gateway that will allow communication between two parties; a black-magic caster must use this, for example
- Long respawn timer. Soul leaves "soulfire" item upon death. People can pick it up, respawn it, etc. Really decentivize death.