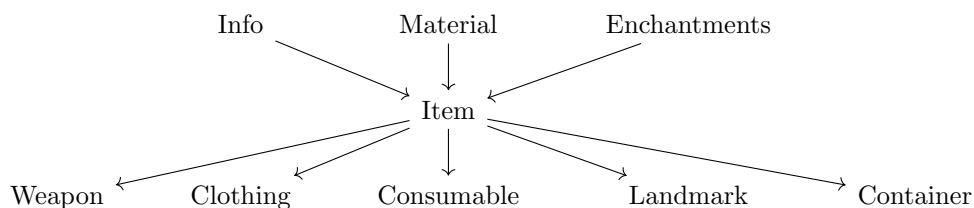


## Goals

- 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

### Weaponry

jab, light swing, medium swing, heavy swing, parry, guard, special

### Clothing

wear

## 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).
- Play some .Hack and see how that combat is.
- No one can see each other's level, equipment, etc. explicitly (only how it looks, how strong a person is, etc.)
- NEURO: Concentrate for special attack. Black and white. Soothing voice: "Breath..." Everything around silences.