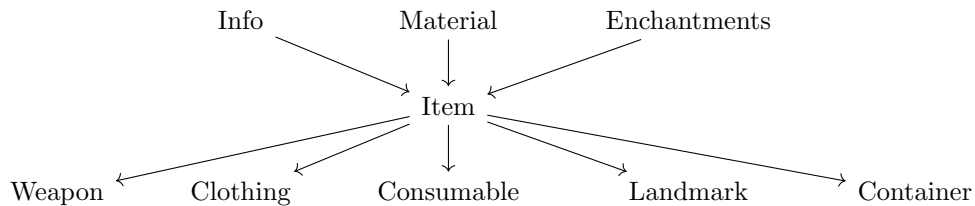


Goals

- Make a MUD



Descriptions

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

Forward Declared Dependencies

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.

Child Classes (Dependants in which 'Item' is Included)

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
- Environment/tiles/depth like Minecraft
- Graphics like Final Fantasy Tactics (maybe taller)
- 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.