Structure of a town

This is only outline of the game. It will be changed in future.

**Building types:**

* **Place for quests (tavern or town hall or a bulletin board)**
* **Town center (campfire or marketplace or a well)**
* **General shop (Merchant’s car, shop, market)**
* **Armament (Blacksmith, Armorer, Swordsmith, Bowyer, Tanner, Furrier, etc. )**
* **Rest place (Inn, Tent, Barn**
* **Arena**
* **Population buildings**
* **Other attractions**
* **Defensive structures**
* **Barracks**

**Stages of town development:**

1. **Camp**
2. **Colony**
3. **Settlement**
4. **Small Village**
5. **Village**
6. **Small town**
7. **Town**
8. **City**
9. **Big city**
10. **Metropolis**