**Pre-Planning**

1. Tabs
   1. Basic (Elements such as air + dirt = mud, etc)
   2. Tools (Hammer, Workbench, etc)
   3. Technology (Power which is required to run some tools and weapons, guns, missles, better crafting, research)
   4. Arcane (Magic spells for healing, damage, decreased power usage, decrease timer, decrease damage take, increase enemy damage take, etc)
   5. Summons (Magic summons that can attack the enemy, drones that can increase research/crafting speed, and give you recipes randomly when active depending on type)
   6. Recipes (Found by drones, magic, or by killing monsters…prevent you from having to wait for craft and trail and error)