### Completed:

* **Data Logging & Visualization**
* **Finite Worlds/Resources**

### To-Do:

* **Data Analysis/Mining**: **(Active: )**
  + Use [clustering](https://en.wikipedia.org/wiki/Cluster_analysis) on the stored data to determine patterns that differentiate and define player’s gameplay styles/personalities
  + NEO4J is a graph database that we can use to point player nodes to event nodes and weigh on how many player connects there are to an event to determine cooperation.
* **Theme (Active:)**
  + Add new UI, music, menu system, and texture
* **Player Teams (Active: )**
  + A method for players to create teams.
  + A method for leaders to invite players to their groups, or for players to request to join an existing team, and a way for those invitations to be accepted/rejected.
  + A method for players to join/leave leadership positions, and handling of what happens to the team if the last leader leaves the group.
  + Simple attributes about the teams (name, color, etc)
  + Ability to view a list of all created teams.
  + Implementation of things that differentiate leaders from normal members (we’ve discussed leaders having different “stats” than regular members, etc)
  + Protection modes that allow/disallow players from one team from being able to attack another team.
  + Chat mode that allows you to send chat messages only to your team members.
  + Ability to see all team members that are currently online, as well as some statistics (their current HP, current location, etc?)
* **Territory Acquisition (Active: )**
  + Addition of an item that allows you claim a block of land as your team’s territory.
  + Add protection of the claimed territory: people from other teams cannot build in your territory, cannot break blocks in your territory, and cannot loot storage blocks (ie: chests) in your territory.
  + Visualize the claimed territory (make the land faintly glow your team’s color, draw a border around the claimed territory, etc?)
  + Add a method for teams to steal territory from other teams.
* **Occupational Classes (Active: )**
  + Performing different tasks (fighting, mining, farming, building, etc) provides you with experience towards those tasks, with a simple level-up system for spending a lot of time specializing in specific areas. High levels in different occupations give you small perks and abilities that improve your efficiency in those areas.
* **Finite Worlds 2.0 (Active: )**
  + Extension that allows you to configure which biomes appear in the finite world, and in what quantity.
  + Extension that allows you to link spawning of certain monsters/animals/etc to specific sections of the world.
  + Extension that makes other dimensions (ie: the nether) finite in addition to just the overworld.
  + Extension that allows configuring how special structures (villages, strongholds, mineshafts, etc) spawn within the finite world.
  + Create Biomes: City, Suburbs, Rural
* **Trading System (Active: )**
  + Add a method that allows you to initiate trades with other users.
  + Create a custom UI that allows you to specify the items to be traded, and accept/reject the trade.
  + Underlying implementation of a system that allows direct transfer of item(s) from one player’s inventory to another’s.
  + Alternately (or additionally), a global bulletin board system where you can post a trade you want to make, which gets added to a public list, and anyone in the server can access it and potentially accept the trade.
  + This also requires the ability to handle trading with players that may not currently be online -- store the half-completed trade, and process the end result of the trade the next time the poster logs back in.