Unimplemented Ideas for Features:

* Unending Animal Breeding (But with option to kill some when “infection” level rises too high (AKA too many animals))
* Really long lasting potion effects
* One permanent potion effect (But needs to have reprecussions)
* Different types of vectors for weaponized micro-organisms
  + Air, to spread infection to others via distance
    - Only for players most likely, to keep lag down
      * Config option to change this
  + Interaction-Based
    - Animal, chance of infection based on interaction with infected animal
      * Feeding
      * “Petting” (Just right clicking…)
  + Blood-Borne (On attacking)
  + Food Based:
    - Sounds like it is, virus and bacteria based infection from eating food with infected material on the player
  + Spore Based:
    - Generated by infected mushrooms that have reached maturity (Grown with bonemeal)
* Planned “Natural” diseases:
  + <Specific> Zombie
    - Blood Borne
    - Can only be passed from a full zombie (register, not just vanilla) to a wounded player
    - Symptoms would be including:
      * Random bouts:
        + Nausea (config to turn this off because nausea is a horrible effect [if turned off, chat message instead describing the feeling])
        + Mining Fatigue
        + Hunger
      * Sustained (Random chance to start, but last until disease is cured or fought off):
        + Weakness (Fairly moderate chance to start per infection tick ~.001 chance per second
        + Blindness (REALLY small chance to start ~.000001 chance per infection tick)
      * Infection stays in system for 30 minutes (configurable, but its meant to be long), then enters the final stage:
        + Wither, blindness, Hunger, Mining Fatigue, Weakness, and poison hit.
        + If player dies while in the final stage from the wither, then the virus “takes over”

This just means a named zombie is spawned. So it won’t despawn, but also won’t be a major problem.

* + - Player has a random chance per infection tick to fight it off naturally (Super duper small though, 100 times less than it is for blindness. Configurable)
      * However, eating a golden apple will be enough for the regen to cure it. Configuration option for this to be chance based.
* Infections won’t have a status effect. That isn’t the point of them. They aren’t supposed to be easily identifiable.
* Infection tick:
  + Config Options:
    - One infection tick per period of time. I.E. every 20 ticks, do infection tick
      * Period of time configurable
    - Random ticking on infections:
      * Each source has chance to tick
      * This chance is configurable
* Overall Configuration Options:
  + Each vector should be configurable. I want people to be able to REALLY customize this.
  + Each disease I implement should have a configuration file associated with it so that people can configure various aspects of it. There will be no standardized format to these, since they will be disease specific.

Lore Stuff:

* Natural disease died out a long time ago in this world, as the weird beings that live here have recently undergone a very large uptick in their abilities to regenerate and fight off disease, wounds, etc. This explains their ability to heal just by being well fed.
  + However, no being is immune to disease entirely, and the natural micro-organisms just need a bit of… help to be effective again.
  + Nether wart, the strange plant in the nether, accomplishes its effects on these bodies via the strange bacteria that are produced by its cultivation in soul-encrusted sand.
    - Specifically, two bacteria, which have a REALLY weird property when exposed to the bodies of players after heating from blaze and with certain catalysts. They induce effects in the body of the player ingesting them. Sticking with the lore, the immune system in the beings in the overworld “bugs” slightly when encountering these foreign objects, and produces expendable cells that perform slightly differently, and cannot reproduce.
      * The immune system immediately recognizes these mistakes, and fixes them, leading to the dissipation of the effect, but without the same regeneration effect.
      * Glowstone acts as a catalyst for the bacteria, causing them to be much larger in number, producing a more noticeable effect, but causing the immune system to kill the copies off faster.
      * Redstone has a different effect, it kills off a relatively small portion of the bacteria, but the ones that survive the exposure to the overworld’s weirdly electrical/magical dust produce a more exact copy of the original cell when the immune system absorbs them. Thus, the immune system’s cells don’t target the copies, allowing them to exist in the blood stream longer, until they die out, since they cannot reproduce correctly.
  + For viruses, a different approach must be taken:
    - Since the viruses that still exist affect only the plants in the world, they need a bit of modification and some additional planning to be effective
    - Viruses hijack cells in the body and force them to produce more like themselves, but the players, animals, mobs, and villagers are immune to it because of their bizarre immune system.
      * TEMPORARY EXPLANATION:
        + The reason they are immune is that their bodies have developed a weird anti-viral capability, where their immune system does more than just absorb and digest the viral cells, it uses nearby cells as a template for recopying. These copies are nowhere near exact, but they are enough to be expendable replacements for some materials, such as skin and blood. (With block pieces for a body, replacements like this don’t have the same problem as we would) Hence, they use up a LOT of resources (aka the hunger you lose to heal yourself) but they turn bacteria, fungi, micro-organisms, and viruses back into usable, expendable cells.
      * In order to get around this:
        + A cross between an immunity culture from the player and a virus must be made. The operation will be delicate, requiring genome sequencing of both the virus and the player’s immune culture. Once having been sequenced, gentle heating from a redstone, blaze, and glowstone mixture on a mixed culture will result in SOME form of mutation. This mutation will very much so not be useful most likely. There is a small chance (1 out of 100) for one of two things to happen. Either the culture now contains a virus-immune cell hybrid that is able to bypass the defenses of the person it infects and be attuned to at least one weaponized bacteria which has been treated in order to survive the conditions within the body without killing the player.. OR, it becomes able to bypass the defenses, but will slowly kill the player, and can also be attuned to weaponized bacteria.
        + In both cases, the bacteria is ignored, allowing infection to exist indefinetly in the body

However, processes can be put in place that allow for a larger amount of weaponized bacteria to be semi/fully ignored after infection occurs.

For the deadly virus, bacteria exposed to it will alter it the virus, allowing for the effects to be transmitted as if the bacteria were infecting the host. However, these will either be applied randomly or, for a larger cost when weaponizing the virus, they can be a permanent effect after being applied (much like the blindness in the zombie virus)

For the non-deadly one, the bacteria must be manually put into the host’s system, and combining the virus with them will only allow for the copies created by the immune cell to be ignored completely.