The main goal of this mod is to revolutionize the equipment system on Skyrim, not only by adding extra items but by also including unique mechanics, to further solidify the singularity of each crafting style. The crafting skills are going to be transformed into an exceptional gameplay mechanic that will reward dedicated players and provide variety and immersion, not anymore members of a distinct race will use the same kind of equipments, in the words of the project leader:

*“(…)if you're not a nord how in the hell you can know how to craft nordic armor? You don't and there is no self-taught perk that's going to change that, no matter how good of a blacksmith you are, you just can't know how something is made just by looking at it. So yeah the player will have to acquire the crafting guide for each of the respective crafting styles, some will be as easy as buying from a vendor, while other, will require the player to study the nature of the equipment, find notes and break down equipment pieces to finally understand how to make them. I wanted to make the experience of crafting equipment really special, fun and rewarding, to make the player feel like they have earned their title of Best Blacksmith of Skyrim.*

*Now i will talk a little about how this system will affect the game. For starters, the world will feel much more unique and alive, you won't see khajiits wearing nordic steel armor nor orcs wearing nordic hide armor, no, what you will see is that each race has their own special way of crafting, which can, sometimes, be better than others. What I’m talking about is the differences between each style of crafting. For example, orcs would make armors more sturdy and heavy to withstand strong breaking attacks, while altmers would make armor more light and durable, to be able to offer a good protection while not sacrificing mobility. This is something that would make things much better, take for example the Dwemers, they are renowned for their legendary skills in blacksmithing, yet there is nothing special about their equipment. Their alloy is supposed to be extremely durable and resilient, as the automatons made hundreds of year ago look as good as new, due to the tonal influence, but even so this "legendary" metal, that is so unique that can't be reproduced, is nothing special, actually steel is just as good. Also special items should feel special, for examples, the Daedric armor should be exceedingly powerful, the armor the penitus occulatus wear is not the same leather armor common grunts use, the highest members of the dominion wear better armor than the common soldiers.(…)”*

From the explanation given, we can confirm two things about the nature of this mod:

1. The full version of this mod will greatly increase immersion and role-play, providing various new gameplay alternatives, also, the world will feel much more alive and unique, as the nature of each culture will be reflected on their distinct crafting styles.
2. This mod will also increase the difficult regarding the crafting system, the main perk tree for the smiting skill will only serve as a base, the player will learn how to manipulate the different material types available, however, the crafting styles of each culture will be something totally distinct, the user will need to either obtain a piece of equipment and study its structure or read an specific schematic to unlock the secrets of each crafting style.

From this two principles, we can now begin do understand better the reason for the creation of this mod, but there’s is no logic on just adding the equipments on the world without any explanation, that’s why each module, or “chapter” as they will be called, will feature fully functional quests, consisting of one main quest and several side ramifications. The “break” of the mod in several parts also has a technical explanation, it’s better to work with multiple “small” parts and them, when everything is done” fuse it into one package, it ensures quality and the various releases will attract more attention to the mod, as people will be able to play parts of it before the “full” release. However, each chapter will be independent, distinct and complete, no “playable” WIPs here, each part will be feature complete. After all parts are done, there is going to be an assessment to evaluate if the quality is compatible with both Skyrim standards and the team standards, whose expectations are higher, only them the “fusing” work will start.