

# Artist Documentation

## 1 Overview

The Superuser Interface allows easy creation of new configurations which the game can use. The different types of configurations include:

- New carriable items (medicine, food, etc)
- New conditions (diabetes, renal failure etc)
- New status effects that are linked to conditions (bloodsugar etc)
- New customization items (new avatar items or house items)
- New minigames the users can play

The purpose of the interface is to both allow quick access to the addition and removal of the objects without direct access to the server, but also to allow those without the technical knowledge to navigate the server the ability to still add their own ideas.