Room Domain

* Room
  + Name
  + Description
  + Domains
    - Semicolon separated list of available domains
  + [Levels]
    - Each attribute described here has 4 values associated with it.
    - Level: The current wind/rain/etc value
    - Equilibrium: The level value that is desired by the room
    - Conduction: How hard the room tries to keep equilibrium
    - Wind
      * 0 to 100
      * 10 is damage threshold
      * If above 10, and heat above 30, increases heat
    - Rain
      * 0 to 100
      * No inherent damage threshold
      * Adds damage to electricity threshold.
      * Reduces heat level, but only to base room temp
        + Where base room temp is the temp the room is aiming for
    - Temp
      * -100 to 100
      * +-10 is damage threshold
      * +30 is fire threshold
      * -30 is freeze threshold
      * +90 is melt ground threshold
        + Can only melt if there is a subterranean domain
        + Items, characters sink if not capable of flying
      * -90 entomb threshold
        + Entombs residents of room in ice. Must make a check to break free
    - Toxicity
      * 0 to 100
      * +10 is damage threshold
      * +20 minor carrier threshold
        + Will pass sickness debuff onto other players if contact is made before time elapses
      * +40 major carrier threshold
        + Will pass sickness debuff to all entities in the same room
        + Longer debuff time
      * +60 blighted threshold
        + After leaving room, will leave a residue in the room that will infect all entities passing by
    - Acidity
      * 0 to 100
      * +10 is damage threshold
      * +90 Destroy ground items threshold
    - Electricity
      * 0 to 100
      * Builds up then releases all at once.
      * The charge when released determines effect
      * +10 minor jolt to single target
      * +20 2x minor or 1x major to target(s)
      * +30 3x minor, 1x minor 2x major, etc
      * …
      * +90 ultra-shock to all in room
      * Damage output increased by rain
    - Information
      * 100 to 0
      * +90 is damage threshold
      * Environmental effects are [information]% effective
      * +20 lose mental control threshold
        + Stop receiving player updates
        + Custom context to prevent input
      * +0 player death threshold
    - Quake
      * 0 to 100
      * +10 is damage threshold
      * +30 cave in threshold (if there is a subterranean domain)
      * +60 fissures threshold
        + Players can get trapped underground. Must make stat check to get out.
        + Basically, transfers them to any existing subterranean domain)
      * +90 eruption threshold
        + Massive AOE to people in room, damages all physical domains
        + -40 quake once triggered
    - Oil
      * 0 to 100
      * +10 Oiled debuff
        + Increased stamina usage
      * +30 mired threshold
        + Inability to move from spot (only effects surface, water, subterranean domains )
      * +50 enveloped threshold
        + Inability to take most actions (besides to struggle free)
        + Will begin taking damage if does not struggle free
      * +70 entombed threshold
        + Basically, enveloped but worse
        + Struggling free is harder
        + Take crush damage quickly
      * If heat rises above 20, 2\* oil level is added to heat level and oil level starts decreasing (bonus not effective past 50 heat, oil just disappears without changing heat)
* Connection
  + id
    - A unique integer identifier for the connection
  + name
    - The name to be displayed to the user. Use format like “wooden door”, “twisting path”, “underwater tunnel”, or “expanse of open sky”
    - Name text will be subbed into a sentence similar to “To the north there is a “expanse of open sky”
  + successText
    - The text to display if the entity traverses successfully
    - Leave blank to use default text
  + failureText
    - The text to display if the entity traverses successfully
    - Leave blank to use default text
  + sourceRoomName
  + sourceDomains
    - a semicolon separated list of domains this connection can be used from.
    - Leave blank to assume ground only
  + destinationDomains
    - a semicolon separated list of domains that the other room has, and can be accessed from the source room directly
    - if the traveling entity is in an accepted source domain, but an equivalent destDomain does not exist, the entity will be transported to the defaultDestDomain
  + defaultDestDomain
    - if the traveling entity is in an accepted source domain, but an equivalent destDomain does not exist, the entity will be transported to the defaultDestDomain
    - Also used if destinationDomains is blank
  + destinationRoomName
  + seeDifficulty
    - Base bonus to the skill check to see the room connection from the source room
    - If the see skill is empty the value in this column is ignored
  + seeSkill
    - The name of the skill required to see the connection from the source room
    - Make empty for it to be visible by default
  + seeDomain
    - The domain the entity must be in to see the room connection.
    - Leave blank to remove this requirement
  + seeWord
    - a word, that if spoken by a player in the room will reveal the path (speak friend and enter)
    - if triggered, will create a notification to all entities in the room of the newly discovered path
  + failureEffectName
    - The name of the effect given to the player if they fail the skill check
  + failureDamageScalar
    - The amount the damage should increase for each point of failure on the check
    - Make 0 to disable this
  + failureFlatDamage
    - The amount of damage given to the player if they fail the skill check
  + failureRoomName
    - The room the player ends up in if they failed to traverse the connection.
    - Leave blank to imply they are still in source room
  + staminaCost
  + keyCode
    - The code of the room. Use to allow access only to users with an item with the given keycode.