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 first domain. If no domains available, the way is obstructed. The user will remain in source room, unable to arrive at destination
  + destinationRoomName
  + detectDifficulty
    - 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
    - Detect is always based on the perception skill
  + detectDomain
    - The domain the entity must be in to see the room connection.
    - Leave blank to remove this requirement
  + detectWord
    - 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.