

Topic 1: Should we have levels within the job? I was playing with an idea that we can augment a job with certain features. So for the miner job you can add a specialization augment that will give you the specialization for that job. We could also augment a profession with different levels of Bonus's or other features.

Topic 2: Should the augmenting levels be a certain set distance a part in terms of experience or should levels contribute to make obtaining the augments more difficult the higher the level you are?

Topic 3: Should we have a seperate aggregation for the Sub-Professions? This would cause us to have another aggregation very similar to the current professions agg. Or should we go with a boolean that determines if the prof is sub.

Topic 4:

Topic 5:

Topic 6:

Topics of Discussion

Resolved

In-Progress

Un-Resolved

