# TRRA Mod – Plan for the second development cycle (1.0 -> 1.1)

This document covers the plans for the second development cycle of the TRRA mod, leading the mod into version 1.1 (from 1.0 currently).

The aim of this update is to introduce “Dust” as a means of creating new types of ammunition.

In the original series “Dust” is a crystalline substance that grows throughout the world of “Remnant” that is mined and used throughout all aspects of the world’s technology. Most notably it is commonly used in weaponry, with different types of dust equating to different traditional elements (fire, ice, etc.).

As Terraria is a game largely about exploration and mining a pre-set world to obtain resources, Dust is an obvious inclusion that should be made to the TRRA mod. Implementing Dust will require utilising several new aspects of Terraria that up until this point have gone unused in the TRRA mod, these being, naturally spawning world tiles (ores, crystals, etc.), new ammo types, new NPCs (to streamline the process of interacting with the Dust), as well as new deployable tiles (workbenches) to use with the Dust.

In addition to Dust, version 1.1 is planned to include another new weapon, the parasol known as “Hush”. The currently designed implementation for this weapon will require instantly moving (teleporting) the player, which has also not been used yet in TRRA. It should be noted that Hush does not traditionally transform, which should lead to its implementation being easier overall. This works well, as the main focus of this update is the Dust mechanic, with Hush being more of a bonus addition.

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|  | 13/07 | |  | 20/07 | |  | 27/07 | |  | 3/08 | |  | 10/08 | |  | 17/08 | |  |
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| Create Standard Materials | |  | | |  | | |  | | |  | | |  | | |  | |
| Create Ammo Types | |  | | |  | | |  | | |  | | |  | | |  | |
| Implement Shop Keep NPC | |  | | |  | | |  | | |  | | |  | | |  | |
| Implement Hush (Neo WP) | |  | | |  | | |  | | |  | | |  | | |  | |

See below, a chart planning out the development period for this update (lasting roughly 5 weeks):

Each stage listed is planned to last roughly 1 week each, with some leeway expected as the new implementations all use completely new aspects of the game, I am unfamiliar with.

Finally, it should be noted this is the last planned major update for TRRA (minus updating it for 1.4 compatibility, when tModLoader updates to use it), with myself returning to University shortly after this development cycle ends.

I had hoped to implement a third major release of TRRA, that would add the “Grimm”, the main core antagonistic force of the show. to the game. Given the time constraints this seems very unlikely now. However, development of 1.1 could potentially go much smoother than I plan. In this event it is likely I would be left with several more weeks until my return to my studies, in which time I could likely implement at least a few “Grimm” to release with a version 1.2. As stated above though, this is only a potential update, and is not currently planned.