* Weapon
  + The idea is that most weapons with the same range and same pierce will have the same DPS, but could have varied crit chance, attack speed, and damage. Weapons with more range and more pierce, and more armor penetration will have a lower DPS so that different weapons would be more useful in certain situations. High armor penetration weapons would be good for enemies with high defense, piercing weapons would be good for clearing mobs of enemies, and range would be good for clearing enemies safely.
  + Ideas that could be implemented in future
    - Could add unique special weapons later, with special effects, such as lightning strikes on attack
    - weapons could have enchantments that you can add so that an iron sword you could customize with bonus stats of your choosing. These enchantments could also be special effects like adding chain lightning strikes to an attack. If you add special effect enchantments then we wouldn’t need the unique weapons idea above and just have special enchantments.
    - Dual wielding one handed weapons
  + Base Weapon statistics:
    - Piercing (number of enemies it can hit with one attack)
    - Damage
    - Range (All variations of same weapon (stone, wood…) have same range)
    - Attack speed (attacks per second)
    - Armor penetration (percentage armor ignored)
      * Should be VERY low, having extremely high armor pen should not completely ignore armor
    - \*NEW, REMEMBER TO ADD IT\* Crit Chance (% chance to land a critical strike, critical strikes (\*should eventually have a different animation) and will deal double damage.
      * Would suggest 1.5 times damage for balance purpose, even 1.25 damage would be good to start, subject to change later.
      * Weapons should just add on to character’s crit chance
    - \*New, REMEMBER TO ADD\* One hand or two hand weapon?
      * Can wield shield with one hand weapon to boost defense, maybe duo wielding weapons in the future,
      * In relation to one/two handed weapons, Weapon Weight (harder-to-achieve materials could potentially be heavier, maybe certain material/weapon combos cannot be attainable until character levels up strength/expands inventory)
    - Will also note DPS so it is easy to normalize weapon tiers
    - weapons would have a certain weight limit, as you level up your character can gain strength, affecting the amount of weight the character can hold)
  + material strength (affect stats)
    - wood => stone => iron => (later on)
  + Any tools and weapon can deal damage
  + Weapon stats
    - Numbers are relative to each other
      * Pickaxe (this weapon will be worse than others since its main function shouldn’t be that of a weapon)
        + Range: 1
        + Attack speed: 1 attack per second
        + One handed weapon

Wood

Dps: 1

Pierce: 1

Damage: 1

Armor penetration: 0%

Crit chance: 0%

Stone

Dps: 2

Pierce: 1

Damage: 2

Armor penetration: 0%

Crit chance: 0%

Iron

Dps: 3

Pierce: 1

Damage: 3

Armor penetration: 0%

Crit chance: 0%

* + - * Axe (this weapon has the same stats as Pickaxe)
        + Range: 1
        + Attack speed: 1 attack per second
        + One handed weapon

Wood

Dps: 1

Pierce: 1

Damage: 1

Armor penetration: 0%

Crit chance: 0%

Stone

Dps: 2

Pierce: 1

Damage: 2

Armor penetration: 0%

Crit chance: 0%

Iron

Dps: 3

Pierce: 1

Damage: 3

Armor penetration: 0%

Crit chance: 0%

* + - * Bow and arrow
        + Uses ammunition \*exclusive to bow weapon\*
        + Range: 15 (Maybe we could have different tiered bows with different ranges and damage multipliers)
        + Attack speed: 1.5 attacks per second
        + Two handed weapon

Wood tipped arrows

Dps: 1.5

Pierce: 1

Damage: 1

Crit chance: 0%

Armor penetration: 10%

Stone tipped arrows

Dps: 3.6

Pierce: 1

Damage: 2

Crit chance: 20%

Armor penetration: 10%

Iron tipped arrows

Dps: 8.4

Pierce: 2

Damage: 4

Crit chance: 40%

Armor penetration: 20%

* + - * Scythe
        + Range: 3
        + Attack speed: .5 attacks per second
        + Two handed weapon
        + Wood:

Dps: 2

Pierce: 2

Damage: 4

Armor penetration: 0%

Crit chance: 0%

* + - * + Stone

Dps: 4

Pierce: 4

Damage: 8

Armor penetration: 0%

Crit chance: 0%

* + - * + Iron

Dps: 8

Pierce: 4

Damage: 18

Armor penetration: 0%

Crit chance: 0%

* + - * Dagger—---------------------------------------------------------add—-----------------
        + Range: 1
        + Attack speed: 2 attacks per second
        + One handed weapon
        + Wood
        + Stone
        + Iron
      * Sword
        + Range: 2
        + Attack speed: 1.25 attacks per second
        + Wood

Dps: 3.75

Pierce: 1

Damage: 3

Armor penetration: 0%

Crit chance: 0%

* + - * + Stone

Dps: 8.25

Pierce: 1

Damage: 6

Armor penetration: 10%

Crit chance: 10%

* + - * + Iron

Dps: 15

Pierce: 1

Damage: 10

Armor penetration: 20%

Crit chance: 20%

* + - * Spear
        + Range: 3
        + Attack speed: 1 attack per second
        + One handed weapon
        + Could be thrown as a special attack maybe?

Wood

Dps: 3.3

Pierce: 1

Damage: 3

Armor penetration: 10%

Crit chance: 10%

Stone

Dps: 7.2

Pierce: 1

Damage: 6

Armor penetration: 20%

Crit chance: 20%

Iron

Dps: 13

Pierce: 2

Damage: 10

Crit chance: 30%

Armor penetration: 30%

* + - * Great Hammer
        + Wood
        + Stone
        + Iron
      * Battle Axe
        + Wood
        + Stone
        + Iron
      * Morning star
        + Wood
        + Stone
        + Iron