* 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)
    - \*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.
    - \*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,
    - Will also note DPS so it is easy to normalize weapon tiers
  + material strength (affect stats)
    - wood => stone => iron => (later on)
  + Any tools and weapon can deal damage
  + Piercing vs. Blunt
    - Numbers are relative to each other
    - Piercing
      * Pickaxe (this weapon will be worse than others since its main function shouldn’t be that of a weapon)
        + Range: 1

Wood

Dps: 1

Pierce: 1

Damage: 1

Attack speed: 1 attack per second

Armor penetration: 0%

Crit chance: 0%

One handed weapon

Stone

Dps: 2

Pierce: 1

Damage: 2

Attack speed: 1 attack per second

Armor penetration: 0%

Crit chance: 0%

One handed weapon

Iron

Dps: 3

Pierce: 1

Damage: 3

Attack speed: 1 attack per second

Armor penetration: 0%

Crit chance: 0%

One handed weapon

* + - * Spear
        + Range: 3
        + Could be thrown as a special attack maybe?

Wood

Dps: 3.3

Pierce: 1

Damage: 3

Attack speed: 1 attack per second

Armor penetration: 10%

Crit chance: 10%

One handed weapon

Stone

Dps: 7.2

Pierce: 2

Damage: 6

Attack speed: 1 attack per second

Armor penetration: 20%

Crit chance: 20%

One handed weapon

Iron

Dps: 13

Pierce: 3

Damage: 10

Attack speed: 1 attack per second

Crit chance: 30%

Armor penetration: 30%

One handed weapon

* + - * Bow and arrow
        + Uses ammunition \*exclusive to bow weapon\*
        + Range: 15 (Maybe we could have different tiered bows with different ranges and damage multipliers)

Wood tipped arrows

Dps: 1.5

Pierce: 1

Damage: 1

Attack speed: 1.5 attack per second

Crit chance: 0%

Armor penetration: 10%

Two handed weapon

—--------------------------------------------------------left off here—----------------------------------------------------------

Stone tipped arrows

Dps: 1.5

Pierce: 1

Damage: 2

Attack speed: 1.5 attack per second

Crit chance: 20%

Armor penetration: 10%

Two handed weapon

Pierce: 2

Damage: 2

Armor penetration: 5%

Iron tipped arrows

Pierce: 2

Damage: 4

Armor penetration: 10%

* + - * Scythe
        + Range: 3
        + Wood:

Pierce: 5

Damage: 4

Attack speed: .5 attacks per second

Armor penetration: 0

* + - * + Stone

Pierce: 10

Damage: 8

Attack speed: .5 attacks per second

Armor penetration: 0

* + - * + Iron

Pierce: 15

Damage: 12

Attack speed: .5 attacks per second

Armor penetration: 0

* + - * Sword
        + Range: 2
        + Wood

Pierce: 1

Damage:

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