* Weapon
  + Base Weapon statistics:
    - Piercing
    - Damage
    - Range (All variations of same weapon (stone, wood…) have same range)
    - Attack speed (attacks per second)
    - Armor penetration (percentage armor ignored)
  + 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
        + Range: 1

Wood

Damage: 1

Attack speed: 1 attack per second

Armor penetration: 0

Stone

Iron

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

Wood

Pierce: 1

Damage: 3

Attack speed: 1 attack per second

Armor penetration: 10%

Stone

Pierce: 2

Damage: 6

Attack speed: 1 attack per second

Armor penetration: 20%

Iron

Pierce: 3

Damage: 10

Attack speed: 1 attack per second

Armor penetration: 30%

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

Wood tipped arrows

Pierce: 1

Damage: 1

Attack speed: 1.5 attacks per second

Armor penetration: 0%

Stone tipped arrows

Pierce: 2

Damage: 2

Attack speed: 1.5 attacks per second

Armor penetration: 5%

Iron tipped arrows

Pierce: 2

Damage: 4

Attack speed: 1.5 attacks per second

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