Initial Proposal with Client

Making a 2d procedurally generated Gameworld, in a terraria style

* Would use unity for the development
* Using purlin noise for terrain generation, in a code based mathematical generation
* Destructible world with crafting and building
* Game state/saves could be saved in a file
* Implement data structures for saving possessions and world alterations, e.g., list, stacks, dictionaries
* Add a complicated NPC and Enemy Ai
* Add online multiplayer
* Game optimisation

Additional Requested Features

* Randomly generated enemies and NPCs
* Progression through the game
* A boss fights
* Up to 10 player multiplayers
* Procedurally generated caves
* Day/Night cycle