Project GG:
- Player is 2 high and only feet collide
- Movement is like mystery dungeon(For now)
  - Stardew movement is preferred
- Place blocks and break blocks
  - Eye-level
  - Floor
- Procedural Generation
  - Caves are filled with enemies(Mystery Dungeon Movement)
    - Mine entrances are randomly found(Maybe item to make mine entrance)
  - Towns is peaceful(Stardew Movement)
    - Towns are both premade and generated
    - (Mystery Dungeon outside town)
  - Oceans, lakes
    - Lakes freeze in winter
  - Factorio style cliffs and mountains
  - Random camps with NPCs
  - Random animals like deer, wolves, and bats(For coronavirus JK not implementing that)
  - Graveyard with skeletons
- Inventory system
  - Inventory Tetris
  - MAYBE…. CRAFTING(List for crafting stuff)
    - Blacksmith
    - Picture in the list
    - Kitchen in house to make food
      - Campfire maybe
  - Different bag and such are different sizes(You can take off like armour)
  - Items
    - Healing - food, potions, poisonous food items
    - Armor and weapons
    - Hats
    - Furniture
    - Clothes
      - IRON BOOTS LIKE ZELDA
      - Lava waders like Terraria
      - Boats maybe
- Lighting system
  - Day and Night system 20 mins each
    - Sleep heals you and grows crops
- Make inside of the houses
  - Upstairs, have stairs as a tile and you have to have a certain amount of material for that
- One overworld map with randomly generated structures

- ○ Towns
- ○ Mines
- ○ Biomes have seasons and Lakes freeze over
- ○ Biomes
    - ■ Snow
    - ■ Forest
    - ■ Desert
    - ■ VOLCANO
    - ■ The biomes leak into the underground
    - ●

- ● Enemies
    - ○ Humans
        - ■ Rangers
        - ■ Barbarians
    - ○ Slimes
    - ○ Skeletons
- ● Weapons and Skills
    - ○ The more you use an item the better you are at using them
    - ○ Armour and Weapons have different levels
- ● Health system
    - ○ Food gives health
- ● Farming
    - ○ Harvest moon style farming
- ● Partner system (Maybe...)
    - ○ Recruit people from town yo
- ● Fast travel to towns you've already been to
- ● Relics from mining, to fill a museum