Efficiency

# Overview

Efficiency is a Minecraft-Plugin that will provide players an opportunity to progress through a dynamic and rewarding leveling system while still enjoying all of the Sandboxy goodness. Our leveling system aims to give the players a sense of growth as they adventure through the creeper filled nights of Minecraft by tailoring itself entirely to how they play. Maybe you were a mole in a past life and was born with pick in hand? Perhaps you have a green thumb and prefer frolicking through the dense verdant jungles? Or have you placed yourself on a perilous quest to eradicate all the evil that plagues the darkness? No? Just me? … \*Cough\* Regardless of how you choose to play our mod will reward you every step of the way and help to give you a more immersive glimpse into this wonderful game.

Efficiency is a Minecraft plugin that will attempt to bring a larger aspect of role playing. It will contain multiple special skills that a character can learn and achieve to make a more immersive world. Players will be able to play as a variety of skilled and gifted professional character sets.

# Expertise

“Expertise” is necessary to increase in rank and become more experienced in your respective profession, it is earned whenever performing certain actions, whether it may be shoveling some dirt, killing a skeleton and even tilling some land for your next farm. As a player gains expertise in a certain field it becomes more difficult to gain further expertise, therefore, providing a necessary balance to the time it takes to increase in rank.

Characters will gain expertise as they partake in doing more tasks in the Minecraft world. Expertise is a rating system for a character to see how skilled they are in a specific role. As a player gains expertise in a given skill, that skill will become harder to gain expertise in.

# Techniques

“Techniques” are essentially perk rewards that are given when a player reaches certain ranks of expertise. As a player earns more expertise a larger amount of techniques will become available for them to choose from.

Techniques are going to be the rewards that one can achieve by gaining higher expertise in a given skill. As a player achieves higher expertise more techniques are able to be unlocked in the associated skill.

# Professions

“Professions” is the name that we have given to the different skills you may receive expertise in, such as mining, woodcutting, fishing, combat, farming etc.

Professions will relate back to the world’s tasks, including but not limited to, mining, woodcutting and digging. Each profession will have multiple techniques that can be earned.

# Mastery

A “Mastery” is a hyper advanced technique that is given to the player for reaching the highest rank of expertise possible in a profession. The mastery technique will grant the player an opportunity to choose a greater buff than previous techniques and also increase the players overall efficiency in that profession. A player may only choose a mastery in up to three professions.

Each profession will contain mastery level techniques. These techniques can be achieved by earning the greatest expertise. A player will only be able to gain mastery status in three trees. Each of these mastery techniques will achieve higher efficiency for that task than any other play will be capable of achiving.