**V0.1.0**

A basic Minecraft server with a web accessible map, basic permissions, death chests, a world border

* **Optimized** (minimize lag)
  + Use PaperMC server software.
  + Optimize server config files (bukkit.yml, paper.yml, server.properties, spigot.yml).
  + **Pre-generate world** (To eliminate lag caused by chunk generation)
    - Install and configure WorldBorder.
    - Choose world seed.
* **Live, web accessible world map**
  + Install and configure Dynmap.
* **Custom data pack**
  + Add recipes that we feel are missing from the base game.
    - Create a recipe for enchanted golden apple.
    - Create an alternate recipe for leads.
    - Create a recipe to convert wool to string.
* **Permissions management**
  + Install and configure LuckPerms.
* **Two types of terrain** (‘Wilderness’ and claimed)
  + Install and configure WorldGuard.
    - Configure WorldGuard to protect ‘Wilderness’.
  + Install and configure Dynmap-WorldGuard.
  + Install and configure CommandHelper.
  + Install and configure WorldEdit.
  + Install and configure WorldEditSelectionVisualizer.
* **Reduced death penalties**
  + Install and configure SavageDeathChests.
* **Custom Resource Pack**
  + Create custom resource pack.
* Default users should not be able to modify unowned terrain.
* Default users should be able to collect visible, non-terrain resources in unowned terrain.
* All resources on unowned terrain should be renewable.