[Gameplay and Mechanics]

* MC stats:
  + HUD
    - Health
    - Hunger
    - Mana
  + Inventory
    - Idea:
      * Implement a weight system for the items. The more weight you carry, the slower you move.
      * Limit the max number of item you can carry
      * Also implement slots indicating what character is holding, which also would impact if the holder can hold another weapon in the other hand, may be independent of inventory altogether as 2 extra slots
  + Stats (main stats):
    - Health
      * Hit 0 = ded
    - Defense
      * Damage reduction
    - Agility
      * Dictates the chance for you to dodge attack
    - Attack
      * Dictates how hard you hit your opponent
    - Magic
      * Dictates how fast your mana regens and how hard the spells hit
    - Dexterity
      * Dictates how fast you research technology
    - Charm(Charisma?)
      * Dictates how successful you are in bargaining and persuading people
    - Accuracy
      * Dictates how accurate you shot your weapon
        + Ranged weapons should have this too, works with range to inidicate how well the player can use ranged weapons
  + General Skill Tree
    - Logging
    - Fishing
      * Higher level will unlock Fisherman
    - Farming
      * Higher level will unlock Farmer
    - Mining
    - Fighting
      * Higher level will unlock Mercenary and Adventurer specialized skill tree
    - Bargaining
      * Higher level will unlock Merchant
    - Trickery
      * Higher level will unlock Thief/Bandit
* NPC stats
  + Stats (main stats):
    - Health
      * Hit 0 = ded
    - Defense
      * Damage reduction
    - Agility
      * Dictates the chance for you to dodge attack
    - Attack
      * Dictates how hard you hit your opponent
    - Magic
      * Dictates how fast your mana regens and how hard the spells hit
    - Accuracy
      * Dictates how accurate you shot your weapon
    - Crit Chance
      * Dictates the percent that your character can conflict critical damage
        + Suggestion: Maybe when the character gets 100% critical chance, each extra percentage would get tacked onto critical damage
  + General Skill Tree

Description: efficiency = complete the task quicker

* + - Logging
      * Higher the level => more efficient in logging
    - Fishing
      * Higher the level => more efficient in fishing
    - Farming
      * Higher the level => more efficient in farming
    - Mining
      * Higher the level => more efficient in mining
    - Fighting
      * Higher the level => more bonus of the main stats
    - Bargaining
      * Higher the level => better gear and equipment they sale
* Gameplay
  + Gameplay Loop
    - Gather resource => Build town => Upgrade Gear => Fight harder boss => Gather resource (and repeats)
  + Progression
    - Starting out
      * You are on a supply ship with 3 other randomized-stats NPC
        + supply ships carry an axe, pick axe, and a hoe (all iron) and some other seeds.
        + Supply ships have a food bar, which will depletes as the day passes by

This is to prevent the player to abuse the ship food bar to replenish the settler’s and MC’s hunger meter.

* + - * You arrive at a patch of land
    - Terrain
      * A set piece of land with randomly generated trees, caves, and animals
      * Titlemaps
        + <https://www.youtube.com/watch?v=ryISV_nH8qw>
        + <https://www.youtube.com/watch?v=DTp5zi8_u1U>
    - Gathering resources
      * Wood
        + You can only chop wood with axe
      * Stone
        + You can only mine Stone with pickaxe
        + You can gather stone on surface or in the cave
      * Bronze
        + You can only mine Stone with pickaxe
        + you can only gather bronze in a cave
      * Iron
        + You can only mine Stone with pickaxe
        + you can only gather Iron in the cave
    - Reputation
      * You build reputation by interact with the citizen
      * Recruit citizen
        + You can recruit through building a tavern and a communication center
    - Building
      * You have to build a builder’s hut first, and then you can build other building
        + In order to build a building, you gotta have item “blueprint” in your hotbar in order to start planning
        + You then right click to activate the blue print, then select your desired building, and then confirm it.
        + Then it will put the player into planning stage

In planning stage, player will be able to use wasd to move around and to desired location

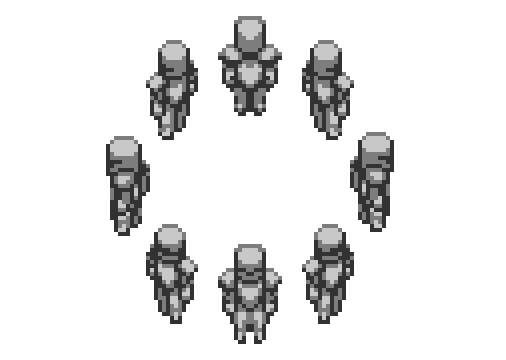
Once player found a desired location, they can click left mouse one time to temporary place it down

Then the player will move around the mouse to select the desired direction.

Once the player select the desired direction, they can click the left mouse again to confirm the building placement

(Building placement is confirm and a marker will prop up, prompted player to fufill the amount of material, then assign their desired worker/s to build the building

* + - * Unlock research center later on to research tools, building, and tech
      * Building placement
        + You can place building down based on the grid.
        + You can also rotate buildingsby 90 degrees at a time.
        + Building takes time to built
        + Upgrade buildings to unlock more features
    - Item placement
      * Item has to be in the hotbar in order to be place down on the ground
      * You can only pick up item and place it in your inventory using the “blueprint”
  + Blueprint
    - A craftable item
    - 2 modes, building and editing
      * When click on building tabs, allow you to place down a layout of the building
      * When click on editing, allow you to roam around and pick up item, similar to tentering workshop mode in Fallout 4
  + Movement
    - 8-directional movement



* + Combat
    - Combat-style
      * Melee
        + Right-click on the direction that you want to attack
        + <https://www.youtube.com/watch?v=nJbzBSVy1u0>
        + <https://www.youtube.com/watch?v=sPiVz1k-fEs>
      * Ranged
        + Hold left-click to charge the bow and release the key to shoot
    - Weapon
      * material strength (affect stats)
        + wood => stone => iron => (later on)
      * Any tools and weapon can deal damage
      * Piercing vs. Blunt
        + Piercing

Pickaxe

Spear

Bow

Scythe

Sword

* + - * + Blunt

Great Hammer

Axe

Battle Axe

Morning star

* Creatures
  + Mobs
    - Slimes
      * Lesser Slime
        + Can’t detect enemy through walls
        + 5 health
        + Fairly slow movemement (slower than player)
        + Sliding across (animation)
        + Chase player when in range and stop chasing after they leave the detection zone for 2 seconds
      * Greater Slime
    - Splody boi [Codename: Scromblo Bomblo]
      * Go kaboom!
      * Once in exploding radius, stand still, and explode!
      * They are happy creatures and randomly wander, but when they see the player they get excited and run to them. Once near enough, they explode with excitement dealing damage.
      * Can be tamed if tale is put out (implement way later, focus on creeper aspect for now)
    - Black wolf
      * Become hostile when near
        + Start chasing player when the player touches the animal (collider collides with each other)
    - Undead
      * Skeleton
      * Zombie
  + Mini-Boss
  + Main Boss
    - Chickenzilla 0.0
  + Animals
    - Pigs
    - Cows
    - Sheeps
    - Chicken
    - Wolf
* Tools

Description: Tools will have more efficiency over weapons.

* + Axe
  + Pickaxe
  + Hoe
  + Scythe

More on Stats:

HP: Base HP is 100 for Player and it increases as the player levels up

Speed stat determines maximum distance an animal can move per frame

Defense: Undetermined.

Damage Calculation: Undetermined until defense is implemented.

Weight: How much an entity will move when pushed by another entity.

Animals typically have 0 mana. Special animals can have some mana

If an animal has a lot of mana, it has a chance to become a monster