Goal: Player is obstructed by roadblocks, and via crafting, they are able to solve their problems.
Crafting game = All mechanisms should lead back into crafting as a core mechanic.

Player crafting ambitions and goals:
- Need method to defend oneself.
- Need method to regain health. ← Beds, for example, and protecting yourself while in this vulnerable state.
- Need things to add quality of life, like chests and lights.
- Need better awareness of themselves and the world around them-- maps, or sensors, or early warning systems. Ways to track down dungeons?
- Need methods of transportation in order to get to other worlds and new areas.
- Ways to properly tame/secure the dungeon
- Terraforming previously mentioned-- incentives for players to change the world around them?
    - Dungeons will continuously spawn creatures during the night. When the player conquers a dungeon, they will stop spawning swarms of enemies; incentive for players to quickly clear dungeons, and gives in-universe hints about where dungeons are located.
    - Terraforming for farmland only in the overworld player can have food that gives buffs. Enemies in the overworld try to destroy farmland. Farmland gives food that buffs without food players will eventually get debuffs.
        - Incentive stronger fences and barricades as enemies get stronger.
- Dungeon Enemy Leak
    - Raids? Random chance of an event spawning that increases the amount of enemies by a large portion; player is incentivised to craft items that a) warn them of next dungeon leak or b) delay it ?
- Dungeon Boss Wave
    - Crafting a progression item will incite a massive wave of enemies (there would be some kind of warning), sort of testing whether your base is ready for progression (where the dungeon is a test of whether your equipment/skills is ready for progression)
- Turrets and other self defense mechanisms to protect the bases of players while they are away
    - Traps maybe like barbed wires or spikes
    - Turrets flavored as lil silly guys because i like silly guys :-3
        - When they lose durability and "break", they just go to sleep until you feed / repair them or whatever, because thinking of the lil guys dying makes me sad :-((((
    - Turret crafting recipe forces the player to explore the entire current biome.

Player stakes:
- Death as an obstacle

- ○ Losing inventory is classic of the genre; if this happens, can you get your items back?
  - ○ Rings that prevent your inventory from disappearing on death. Items in hotbar and items equipped are all saved, but the rest of player items are lost and the ring destroys itself upon use. (Interesting player decisions regarding "what stuff do I put in my hotbar".)
  - ○

Sources of Material
- ● No tools needed to collect
  - ○ **Spawn in the overworld** :
- ● Collected with tools
  - ○ Locations in the overworld reward specific materials (trees, ore outcrops, plants)
- ● From monsters
  - ○ In the overworld