Player Actions:

The Player starts the game spawned in the first area.

(Not all ideas here are going to be implemented!)

They are then able to:
- ❖ Craft:
  - ➢ **Sword** in order to defend yourself
  - ➢ **Pickaxe** to mine certain materials.
  - ➢ **Bed** to regain your HP.
  - ➢ **Chests** to hold items.
  - ➢ **Rings** to save a small portion of items upon death.
  - ➢ **Waypoints, or Maps.**
  - ➢ **Tools** to advance with the blueprints found in dungeons.
  - ➢ **Seeds,** so the player can grow crops to eat.
- ❖ Build and Expand:
  - ➢ The player will need to plant various crops in order to maintain their hunger or HP.
  - ➢ The player will need to build protection for their food area, as monsters will target food sources.
  - ➢ The player will need to create chests to store their items.
- ❖ Attack:
  - ➢ **Mobs** spawn in the overworld during the night.
  - ➢ **Dungeons** exist with precious loot, like new recipes to progress, and rare materials.
  - ➢ **Dungeons** will occasionally spawn hordes of monsters that must be defended against-- Blood Moon?
- ❖ Explore:
  - ➢ **Find Dungeons** to quell the hoard of monsters that spawn from them.
  - ➢ **Find Resources** that will allow you to fortify your base and create new things, that are unique to certain biomes.
  - ➢ **Find Different Landmarks** that will make exploring areas and creating multiple bases more efficient.
    - ■ **Springs** make it so plants grown there mature quicker-- however, monsters are more frequent.
    - ■ **Deserts** are the opposite-- in exchange for a slower rate of plants maturing, monster attacks will be less frequent.
- ❖ Farm:
  - ➢ Players need to farm and protect their crops from monsters.