(ORIGINAL)

1. **World generation**

Voxel, seed-based procedural world with **2–3 biomes** and a few **POIs/dungeons**.

1. **Time & weather**

**Day/night cycle** and **basic weather** (clear/rain/fog) that affects visibility and “wet” status.

1. **Environment effects**

**Temperature** (e.g., cold/heat) applying simple status effects (stamina drain/HP tick) unless countered.

1. **Player & controls**

**Third-person** movement with sprint, jump, roll/dodge, block, interact, and contextual use.

1. **Inventory & loot**

Grid or slots with **stacking + weight**, **hotbar**, pickup/auto-loot, and a **grave** on death.

1. **Items & equipment**

Equip **melee weapon**, optional **bow**, **hammer (build mode)**, **pickaxe (terrain/ore)**, **torch**.

1. **Resource gathering**

Chop trees, mine rocks/ore nodes, harvest plants; drops feed crafting/building.

1. **Crafting (core loop)**

**Hand crafting** + **Workbench** (Tier 1) that unlocks recipes when you discover materials.

1. **Food buffs**

2–3 food types that **temporarily raise Health/Stamina** (Valheim-like “eat up to X foods” model).

1. **Building system**

**Snapping pieces** (floor, wall, roof, stairs), **structural integrity**, free **repairs**, basic **decay/damage**.

1. **AI & combat**

**Neutral wildlife** + **hostile mob**, simple senses (wander → detect → chase → attack).

Combat with **light/heavy attacks**, **block/parry**, **stamina costs**, hit reactions.

1. **Progression hook**

One **summonable mini-boss** at an altar; defeat drops an item that **unlocks a new recipe/tier**.

TRIMMED DOWN

1. **World generation**

Voxel, seed-based procedural world with **2–3 biomes** and a few **POIs/dungeons**. POIs are pre-made blocks with that carry logic and different types of gameplay, while dungeons act like portals where players are transported to instances of pre-built dungeons.

1. **Time & weather**

**Day/night cycle** and **basic weather** (clear/rain/fog) that reduces visibility and causes buff-like status (“wet”)

1. **Environment effects**

**Temperature** (e.g., cold/heat) applying simple status effects (stamina drain/HP tick) unless countered. Objects in the world can also react to temperature (e.g. food burning, )

1. **Player & controls**

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NPC creatures that react to the player and make decisions of their own. Possibly built using UE5’s State Trees

The main difference between my idea and Valheim is the existence of NPCs, so I’ll need a very robust