

# Implementation Plan

## MUST:

1 milestone (like 1 minecraft ver., flat world, unlimited fixed inventory etc):

Walkable world map

Player movement

Inventory (simple)

Terrain modification (player can destroy blocks, player can place blocks)

2 milestone (add crafting, updatable inventory):

Crafting

Inventory (advanced)

player stats

database (under consideration)

## SHOULD:

3 milestone (add basic crafting, mobs and random world generation):

crafting

random world generation (ores, caves, trees, etc)

Water/Lava

textures

4 milestone (implement hostile mobs system and an open api):

day-night cycle (plus after effects, consequences)

hostile mobs (behaviour, drops, xp, hp, etc.)

open API

## COULD:

Final milestone (optional implementations)

Friendly Mobs

Farming

world generation extension (new dimensions)

achievement system

## WON'T

Multiplayer