Tall Farms (4 high, 2 wide): Bamboo, Spruce, Jungle, Blast Chamber, ~~Enderman Farm~~ – ( a cool idea, but shulker farm uses mob cap)~~requires 40 blocks high and a 127x127 platform above~~? – 21 + high, 13 wide

Med Farms (3 high, 2 wide): Nether, Pale, dark oak, mangrove, cherry, acacia 18 High, 13 wide

Small farms(2 high, 1 wide): Oak, birch, fishing, kelp

Weird Tree Sizes: Acacia, Cherry, Azalea

Small short (1x1): chickens, netherwart, stone/cobble miner, dripstone, afk end chorus, flowers, cocoa, snow, dripstone, Berries, Lava, pink petals, glow lichen

Small Wide (1 high, 2 wide): Sugarcane, Melons, potatoes/carrot/wheat, Pumpkins, Sniffer, Turtles, cactus, bees, moss, pale moss, bonemeal, mushrooms, space for potion machine, storage rooms

Expanded Farms:

Netherwart AFK – long straight line ( requires Massive Redstone components and 2 stacks of soul sand)

Allay Farm 1x1

Axolotl Breeder – Requires Tropical Fish from the overworld

Sheep Farm 1x1

Mooshroom Farm 1x1

Villager Breeder 2x2

Villager Trade Hall 1x7

Expanded Cactus Farm 5x2

Camel Collection 1x2

llama farm 1x2

Chicken Based Slime/ Infested, Cobweb Farm, possible scute farm 1x2

End Rabbit Farm 1x2

End Frog Farm 1x2

Outside of base:

Enderman Farm

Raid Farm – why the hell would you build this in the end

End Skulk Farm

End Gateway Wither Rose Farm

Iron Farm 4x4 – can be easier to build at ground level away from base

End Stone Farm using dragon respawn mechanics

End Base:

The End base Shall use a 7x7x5 base room segment. Glowstone in the floor and ceiling allows for spacious hallways. Entry Stairs go out 1 stair, one solid. Staircases are built in the center of the in between section. There should always be 2 blocks in between levels