Mid-Eco will be a visual simulation of a medieval style **VILLAGE**, populated with **SERFS** who go about **performing tasks** to **obtain RESOURCES** which they then trade for other **RESOURCES** required for survival. **SERFS** will have an **INVENTORY** consisting of the **RESOURCES** they are hauling to be **traded**. There will be areas of **acquiring natural RESOURCES**, such as **farms**, **mines**, **forests**, and **water** (for **fish**) **SERFS** will need to **eat**, **sleep**, **acquire RESOURCES**, **process RESOURCES**, **store RESOURCES**, **trade RESOURCES**, and **breed**. **TIME** should pass as **SERFS** perform these tasks. Tasks will need duration to determine order of performance and how long it takes. Duration will consist of a start time and end time. **SERFS** should **age** as **TIME** passes. **Age** should be taken into account for **productivity** and eventual **death**. **Children** will be unable to **breed**, and significantly less **productive** then **adults** based on how **young** they are. **LINEAGE** needs to be taken into account to prevent incest. **FAMILY** should be able to **share stored RESOURCES**, but not **personal RESOURCES**.

Legend:

GREEN = Actions/Methods

Yellow = Objects/attributes of object

Pink = status