**Myusername’s Ideas:**

Kings weather. Ideas:

-Rain

-Extreme Rain

-Cats & Dogs

-Men

-Snow

-Blizzard

- Thunder

- Extreme Thunder

- Tornado

-Hurricane

-Drought

-duststorm

-Hail

-waterspout

seasons:

4 initial seasons

user can pick realistic season length or custom

Realistic: looks up a calendar date based on number of days the server has been online.

Custom: assumes set value of days per month. Default 15

K1ng’s Ideas:

* Weather Ideas
* Types of Weather
  + Temperature
    - Hot
    - Cold
    - Warm
  + Cloud types
    - Cumulous
  + Natural Disasters
    - Forest Fires
    - Tornados
    - Tsunamis
    - Earthquakes
    - Wind
    - Monsoons (Heavy heavy rains)
    - Hurricanes
      * Spawn in the ocean
      * Heads towards shore
      * Everytime it hits shore it gets weaker until dissipation
    - Sharknado
      * Use guardians instead of sharks
      * Just like a hurricane, but smaller and contains guardian fish
* Seasons:
  + Fall
    - Cool weather
    - Changing leaves
    - Increased rain
  + Winter
    - Rain
    - Snow
    - Sleet
    - Cold
    - Hail
  + Spring
    - Warm weather
    - Faster crop growth
    - Sunny
    - Cloudy
    - Windy
  + Summer
    - Hot days
    - More water for plants
* Biome specific weather
  + Deserts
    - Sparse rain
  + Swamp
    - Increased rain
    - Increased fog

Merged for final:

- Temperature

-Hot

-Faster crop growth

-Warm

-Neutral crop growth

-Cool

-Slow crop growth

-cold

-insanely slow crop growth

- Events

-Rain

-Extreme Rain (Monsoons)

-Occurs between May and September

-Spawns small puddles of water (maybe?)

-Cats & Dogs

-At the height of extreme rain, has a chance of spawning ocelots and wolves

-Men

-At the height of extreme rain has chance of dropping steves

-Snow

-drops patches of snow onto ground that slowly builds up

-Over time snow melts away at certain temperatures and weather patterns

-Blizzard

- Thunder

- Extreme Thunder

- Tornado

-Extends from thunderstorm to ground

-Warm moist air from the south, cool dry air from the north

-knocks players up and back if really close

-Hurricane

-Gigantic localized cyclone that begins in an ocean and grows

Larger

* If it hits land it will slowly shrink.
* Incredibly heightened chance of thunderstorms and tornados spawning nearby.
* Triggers high wind speeds nearby, with high knockback nearby.

-Drought

-player gets thirsty and if they are too far from water for too long they will begin taking thirst damage.

-more severe in deserts

-Duststorm

-deposits random sand all over the place.

-desert and mesa biomes only. More likely during a drought.

-Hail

-make it rain ice blocks.

-player will take continuous damage in heavy hail.

-player will take damage if hit by an iceblock

-waterspout

-Randomly spawns over water picking up water and nearby fish.

-picks them up and carries them over a distance spawns it’s own aquatic animals as well. Drops both the living aquatic animals and a bunch of random item fish after traveling some random distance from the ocean.

-Forest fires

-extremely rare, but some forests will randomly catch fire. Once first tree catches it will make sure all trees in a 200 block radius eventually catch as well.

-Tsunamis

-Giant wave of water comes over a shore and begins flooding the

coast

-lasts for one to two days.

-Guardian-nados

-tornado filled with a ton of guardians randomly spawns and starts

flying around

-Wind

-Different strength of wind

-Effects leaves blowing

-Insanely high winds have random knockback

-earthquake

-massive vibrations

-possible structure damage

- Seasons

-Fall

-Cool Weather

-Changing Leaves

-Increased Rain

-earthquakes

-Winter

-Cold

-Rain

-Snow

-Sleet

-Cold

-Hail

-earthquakes

-Spring

-warm

-rain

-thunderstorms

-tornados

-snow (uncommon)

-hail (Rare)

-Summer

-Hot

-Rain

-thunderstorms

-

-Chaotic

-only normal weather is possible, but at high probabilities

-Peaceful

-Just sunny a happy weather disables most negative weather events

Other than rain and snow.

-Hell

-All weather is possible, but at really high probabilities storms are more destructive and more likely to cause damage.

-God mode.

-All weather is possible, but at insanely high probabilities.

-expect a new weather event to occur once or twice a minute.

-random

-All weather is possible, but at normal to moderate probabilities

- Commands

/Kweather set <weather event> <x> <y> <z>

/Kweather set <season>

- Settings

-SeasonCount: (Default 4)

-Season Order:(Default: spring, summer, fall, winter)

-Calendar (realistic, or custom)

-weatherGrief (Y or N) #Allows our weather to affect block placement

- Items

-Calendar

-a map that has boxes for each month/season and how many days are in

Each month/season

-Thermometer

-Handheld device that tells the user what the current temperature is.

-Barometer

-Measures Pressure.

-Higher equals sunnier and warmer

-Lower equals cooler and rainier

-Wind Vane

-Shows direction of wind

-Anemometer

-Measures strength of wind