GUNS

// diaper gun

// diaper cannon

// gopher gun

// Chuck chucker

name

idNumber

cost

sellPrice??

range

damage

fireRate (per second) - speed

accuracy

weight (will slow down character if heavy or hard to use)

magazineSize

reloadTime

VEHICLE

// kitten cannon

name

idNumber

cost

populationCost

sellPrice??

speed (in MPH)

turningSpeed

size - needs to be grid specific

TERRAIN - (mountains, desert, jungle, plains, next to water source, marsh) travelSpeedCost buildImpactCost

MAP

//Grid based

//terrain

BACKGROUND

// color-based or texture-based

INVENTORY

// You can have certain items with you when you go and start making your bases

// purchase items to put in inventory

// arrange in inventory screen alphabetically

// could also include tabs that sort item by type

// money from battles

// money from taxes

// money from looting

// Bottom line: money system

id

userid

itemid

ITEMS

// more modern the item, the more it's cost idNum name level cost sellPrice

id

name

type (resource, road, building, item, defense)

resourcetype //if type = resource then check this value, else ignore.

cost

sellPrice

skillreq

deals

taxvalue

VENDORS

//option to go to vendor at the start of every turn

//can be killed

id

name

selling

location (x,y)

speech

PLAYER

id

username

password //if multiuser

lastPos (x,y)

equipped

health

class

skills

faction

guild

rank //for multiuser – admin, mod, user, etc.

MENU

//Construct building (factory, house, base,walls), defenses (walls, fences, etc.), Advance on enemy, retreat

BATTLE

PLAYING FIELD

ITEMS ON FIELD

id

itemid

owner

location (x,y)

type

FACTION

id

name

BUILDINGS

id

name

reqmaterials //wood, stone, iron, steel, etc.

type //house, factory, military base

defense

health

taxvalue

MINE

id

location (x,y)

owner

type

unitsPerTurn

maxNumTurns

turnsLeft

accessible

closestbase (x,y)