Sword horizon rts – (war of the Gods)

THE NATURAL WORLD

* Stars, suns, moons, and planets
* Oceans and/or major bodies of water
* Mountains, woods, and/or other prominent features of the landscape
* Common plants
* Rare plants
* Poisonous and/or medicinal plants
* Common animals/creatures
* Rare animals/creatures

LOCATIONS

* Natural formations
* Monuments
* Government buildings/castles
* Train stations/airports/subways/launch pads/highways
* Shops/stores
* Houses/apartments
* Countries/states/cities/planets

TRAVEL

* Restrictions on travel
* Dangerous locations
* Luxury/vacation locations
* Immigration/emigration
* Travel times between locations
* Common methods of travel
* Affordability of travel

ARCHITECTURE & INFRASTRUCTURE

* Common building materials
* Expensive building materials
* Appearance and layout of typical houses
* Appearance and layout of expensive houses
* Appearance and layout of typical shops/stores
* Streets and sidewalks (brick, cobblestone, dirt, etc.)
* Availability of plumbing and sewage
* Garbage collection
* Distribution of energy
* Burial practices

MEDICINE

* Curable diseases
* Incurable diseases
* Common diseases
* Rare diseases
* Availability of medicine
* Cost of medicine
* Legal drugs/potions/substances
* Illegal drugs/potions/substances

PROFESSIONS

* Common professions
* Less common professions
* Rare professions
* Gender/racial/species/education restrictions of professions
* Unemployment rate

ECONOMY

* Distribution of wealth
* Lifestyle of average income earners
* Lifestyle of the poor
* Lifestyle of the rich
* Money system or bartering system

HISTORY

* Major world events
* Major wars
* Major natural disasters
* Age of civilization
* Previous leaders/rulers
* Recent cultural shifts/changes

CLOTHING

* Cheap fabrics
* expensive fabrics
* Lower class clothing styles
* Middle class clothing styles
* Upper class clothing styles
* Differences in clothing between genders
* Differences in clothing between regions
* Differences in clothing between cultural groups or species

FOOD

* Staple foods
* Luxury foods
* Availability of food
* Local/regional dishes

ENTERTAINMENT

* Professional sports
* Hobby/schoolyard sports
* Board games and/or card games
* Music styles
* Common instruments
* Common themes and subject matter of fiction
* Government/legal/regional restrictions on films, plays, novels, music
* Affordability of films, sports games, board games, instruments, books, etc.

LAW

* Criminal justice system
* Minor crimes
* Major crimes
* Laws impacting daily life
* Common sentences for crimes (prison, labor, execution, etc.)
* Police behavior, uniform, practices, powers
* Prison conditions
* Public opinion of law enforcement

POLITICS

* Political parties
* Ruler/King/Queen/President/Prime Minister
* Prominent Members of Court/Government
* Secret government agencies and/or organizations
* Public opinion of the ruler/government

MAGIC

* Common spells
* Rare spells
* Restrictions on spells
* Common magical skills
* Rare magical skills
* Restrictions on magical skills
* Common potions
* Rare potions
* Restrictions on potions
* Prevalence of magic users
* Society’s perception of magic
* Requirements of using magic

TECHNOLOGY

* Availability of technology
* Capabilities of technology
* Weapon technology
* Entertainment technology
* Energy creation technology
* Transportation technology

RELIGION

* Major religions
* Dynamics between religious groups
* Places of worship
* Religious holidays
* Morals and beliefs
* Origin of religion
* Prevalence of religion
* Separation (or lack of separation) between church and government

FAMILY

* Typical age of marriage
* Typical number of children
* Typical family dynamic/structure
* Attitudes towards children
* Attitudes towards the elderly
* Attitudes towards romantic love
* Care for elderly relatives (in-home, nursing homes, etc.)
* Care for children (traditional parenting, nannies, boarding school, etc.)
* Gender roles (or lack of gender roles)
* Importance of birth order to family roles, inheritance, profession

EDUCATION

* Typical education level
* School subjects
* School environment (strict, lenient, etc.)
* Availability of schooling/education
* Cost of education
* Restrictions on education due to gender, abilities, species, etc.

LANGUAGE

* Primary/major languages
* Regional/minor languages
* Prevalence of multilingual/bilingual people
* Colloquial phrases, slang, and curses

RACES & SPECIES

* Primary/major races and/or species
* Minority races and/or species
* Dynamics between species and/or races
* Cultural disconnects between species and/or races
* Commonalities between species and/or races

WEATHER

* Typical weather
* Atypical weather
* Seasonal variations in weather (or lack of variation)
* Clothes for each season
* Heating & cooling homes