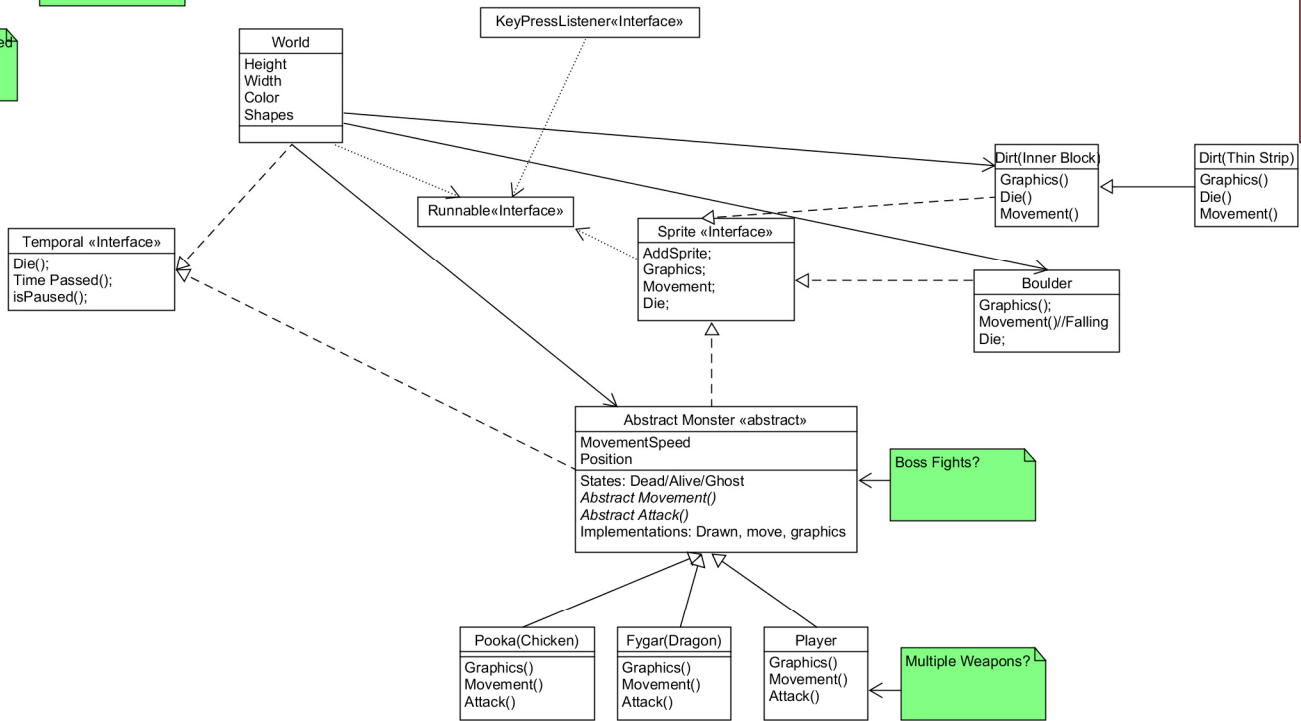


Randomly generated maps?

Calling from files to build each world (For the first few)

A thin strip represents the border of the dirt block, only dies when specifically mined, so when a player mines through a block, the strips parallel to his direction are intact, others killed



Boss Fights?

Multiple Weapons?