* Forge Exchange Meeting Notes
  + Discussing general overlay of map
    - Four kingdoms in four biome s
      * Each biome procedural generated
        + Each kingdom location procedural generated but layout is static
* General Premise
  + focus on replay-ability
  + step away from grinding one character
    - when server resets and new seed of world created, should player have to make new character?
    - have in-game altars/shrines
      * when player builds and adds offerings to shrine/altar they can be blessed with gift in next life
      * parameters going into reincarnations blessing
        + material used for building shrine
        + type of offering
        + Amount of offerings
      * What character changes in seed generated environment is tied to server instance
      * What characters develops, inventory, skills, workshop remains constant between servers.
* Steps to take after Fishing
  + Established fundamentally procedural generations of a map with 4 distinct biomes generated.