

# Todo List

*By Amaz*

A list of things that need to be done at some point, at some time, with no particular priority (if they're done at some point in the next ten years, that would be good...)

- [Tools](#)
- [Mobs](#)
- [Mapgen](#)

# Tools

This is pretty high on the list of things to be done.

Some basis needs to be added... Some format for how they're going to work, their levels, their crafting method, etc...

Basic progression idea:

- As not all trees can be dug by hand, leaves -> sticks.
- Sticks + flint -> first tools
- -> stone?
- -> Metals

Then there's the question of crafting.

# Mobs

The world needs to become alive - at the moment, there's a map - a good start, but it's dead. It needs some mobs adding to enliven it a little.

Some mobs (animals, certain monsters) can be added on a world-wide basis, but there are others that need to be done on a biome by biome basis (hobbits, elves...)

A base needs to be decided (mobs redo?).

Idea: Bandits in wild countries:



# Mapgen

The mapgen is in a pretty good state, but needs to be finished off.

Structures need to be added. How? Schems? Lua code? tbd. *For structures, we need to add more decorative blocks.*

The **sea coast** needs to be finished. At the moment, it drops down too rapidly.

The patch for perfecting hight transitions needs to be pushed.

More plants (farming, athelas, etc.) need to be added to the mapgen.

The paths mod could easily be addapted (with the same equations as in the LOTRMC mod?) to add roads to the world - roads make exploring soo much easier!