☑Make a TODO ([LINK](https://docs.google.com/document/d/1aLdWe9kx6_bGyP_PuK9UKhQkF900kHHMzfJGHKJWCqE/edit))

☐**Decide Overall Plan**

☐Document it

☐Brainstorm basic jobs

Farming

‘mining’?

bees?

lumberjack?

☐Brainstorm advanced jobs

cooking?

Blacksmith (weapons)?

Armorer?

☐Brainstorm combat ‘jobs’

☐Discuss Dungeon generation

☐Brainstorm quests

☐Brainstorm goals for players to work towards

Roles in towns

Name stuff

**Mods / Plugins (ideas):**

Craftnote

Bank Craft

Money Mod

Mystcraft:

Donor Islands / quest / etc.

Use to make custom worlds for quests and stuff easier?

Twilight forest (edit config so bedrock instead of diamond)

Battle gear ([LINK](http://www.curse.com/mc-mods/minecraft/mb-battlegear-2))

Flat signs ([LINK](http://www.curse.com/mc-mods/minecraft/flatsigns))

rpg hud ([LINK](http://www.curse.com/mc-mods/minecraft/229742-rpg-hud))

***Hamsters*** ([LINK](http://www.curse.com/mc-mods/minecraft/220341-hamsterrific))

Clothing ([LINK](http://www.minecraftforum.net/forums/mapping-and-modding/minecraft-mods/2229306-clothingcraft-customizable-dynamic-realistic))

**Random Ideas:**

drop harvestcraft seeds from grass?

Bonuses for inviting people to join.