**OUTLINE**

**Plugins**

Towny

* taxes for towns

Shop Signs

* admin shops
* player shops

 Iconomy

* Normal Economy
* Gold-Based- nugget = 10, ingot = 100?
* ‘LeetPoints’ Still exist, but are more hidden, and rely on “points” behind-the-scenes
* Things people can spend money on:
	+ Other people’s stuff (Trading)
	+ taxes/towny stuff
	+ teleports
	+ shop signs/player shops/admin shops
	+ end game money stuff
		- class swaps
		- OP potions (buffs)
		- spawn plots
		- cosmetics

**Spawn**

* Open area, only starter buildings, rest player built
* spawn shops
	+ plot prices
	+ plot taxes
	+ plot sizes?
* “faction homes”
	+ plot prices
	+ plot taxes
	+ plot sizes?
* starter buildings
	+ bank
	+ admin shop
	+ library
	+ spawn obelisk
	+ games section?

**PvP**

* 4 warzone resource nodes
	+ spawns resources, promotes competitive pvp
	+ respawn only 2 at random times based upon online player count