**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