**Brainstorming Work**

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

☑Make a Brainstorming Document ([LINK](https://docs.google.com/document/d/1j9GzWtpGfdaJSfwqjCC7LUx0t2So724V1MfS1aHV81g/edit))

☐BrainStorm ([TeamSpeak](http://ts.13-thirtyseven.com))

☐Decide Overall Plan

 ☐Document it

☐Brainstorm basic jobs

☐Brainstorm advanced jobs

☐Brainstorm combat ‘jobs’

☐Discuss Dungeon generation

☐Brainstorm quests

☐Discuss Forge work

**Research:**

☐Research Splegg / other spleef

☐Research minecraft python: [Install & instructions](http://www.instructables.com/id/Python-coding-for-Minecraft/step3/Install-mod-and-scripts/), [Github](https://github.com/kbsriram/mcpiapi), [Examples](http://www.stuffaboutcode.com/p/minecraft.html)

☐Research advertising options

**Pack Work (Forge):**

☐Find out how to disable Vanilla Achievements

☐config loot-bags

☐config armor hud

☐config status hud

☐Add items to bibliocraft shelf / disc rack list

☐Disable vanilla tool crafting via normal recipes

☐Disable bone meal for lumberjack and farming?

**Pack Work (Bukkit):**

☐Review all plugin configs

☐CommandBook?

☐Restore CommandHelper Scripts

☐Spigot.yml world settings

☐Server Signs

☐That one Rental Plugin

☐Splegg / Spleef

**Pack Work (Other):**

☐Python dungeon Scripting

 ☐...lots

☐Define cubic Dungeon room format

☐Define LootBags loot

**Resource Work**

☐Website Logo(s)

☐Loading Screen Logo

☐Main Menu Logo

☐Settings Icon (For menu)

☐Exit Icon (For Menu)

☐Screenshots (For Menu & Website)

**Building Work**

☐Spawn Town

 ☐Name

 ☐Build Stuff

 ☐Bank

 ☐Shops

☐Mines?

☐Farms?

☐Bees?

☐Lumberjack?

 ☐Disable bonemeal?

☐Dungeons?

☐In cubic format?

☐Starting rooms

☐Final Rooms

☐

**Advertising Work**

☐

**After Ready:**

☐Remove Mods:

☐Creativecore, ingameconfigmanager, minetweakerrecipemaker

☐Reset Control setup

☐Setup NEI Configuration Correctly

☐Make WAILA not show what mod it’s from?

☐Clean Pack Release