Housing & Building

From claiming plots to the building system and decay of buildings.

Introduction

https://www.youtube.com/embed/IPTtpuw4SsY

Building

Players can build huts, houses, or villages in designated Heartland valleys. Plots are required for building, and structures must respect structural integrity rules. (more details...)

Plots and permissions

Players can share plot permissions with others, allowing them to build on shared plots. Access restrictions can be set to limit who can interact with structures built on the plot. (more details...)

Buildings

Players can build a variety of structures within the constraints of available plot(s). Multiple building piece sets are available for customization, and additional features will be added post-launch. (more details...)

Plot decay and movement

Players can move their plots, but must manually move items from one place to another. Inactive plots may be removed to keep the game world lively, but mechanisms will be in place to help returning players rebuild easily. (more details...)

Furniture and decoration

Players can craft furniture and decorative items, some of which have function/utility. Customization options will be available, though the extent of these features at launch

is uncertain. (more details...)

https://www.youtube.com/embed/_sYjq-zR8As

Alpha Galery

Selection of alpha state constructions.

Example constructions 1

Selection of alpha state constructions.

ALPHA BUILD
PAX·DEI

ALPHA BUILD
PAX·DEI

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100 / 100
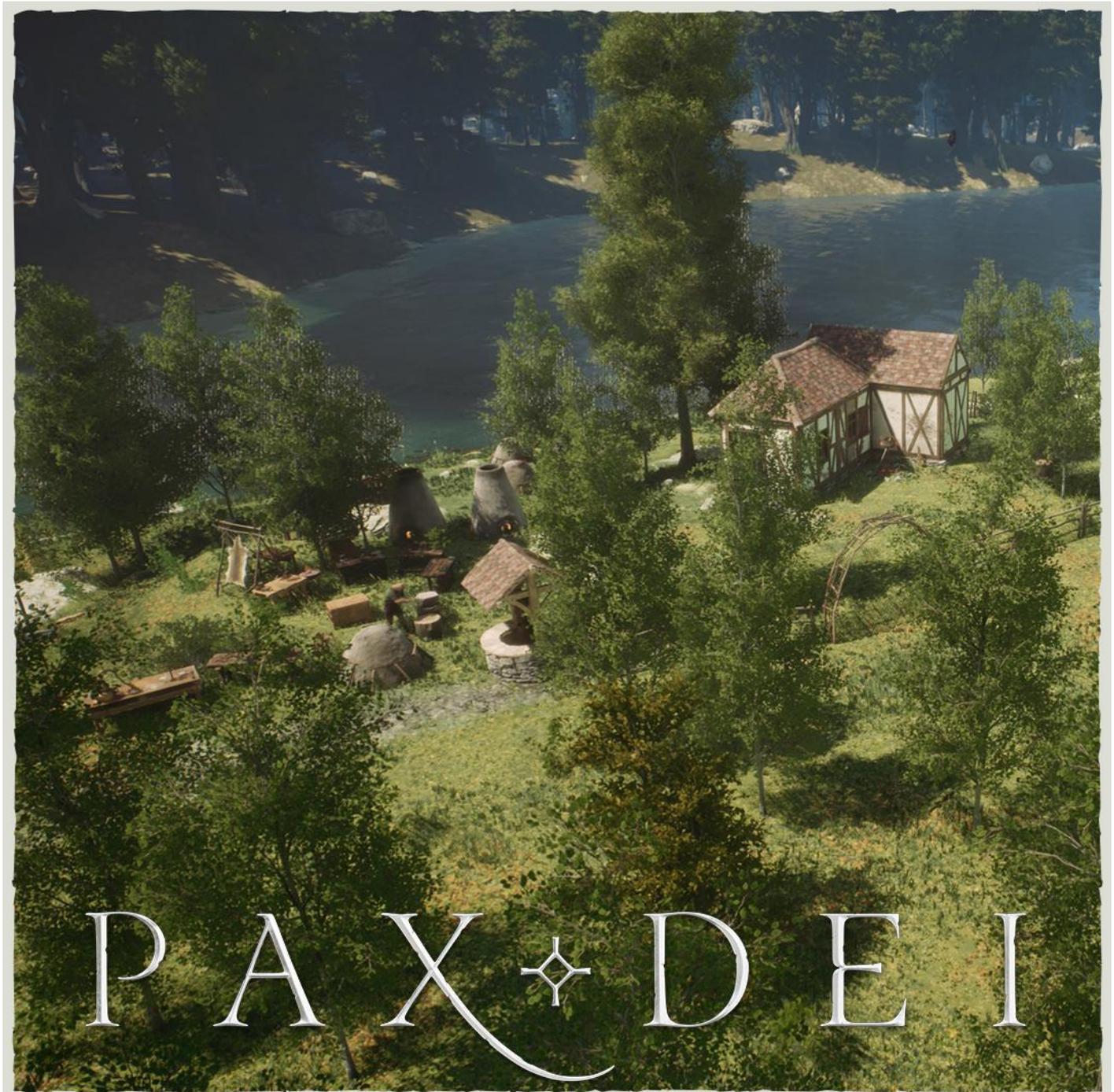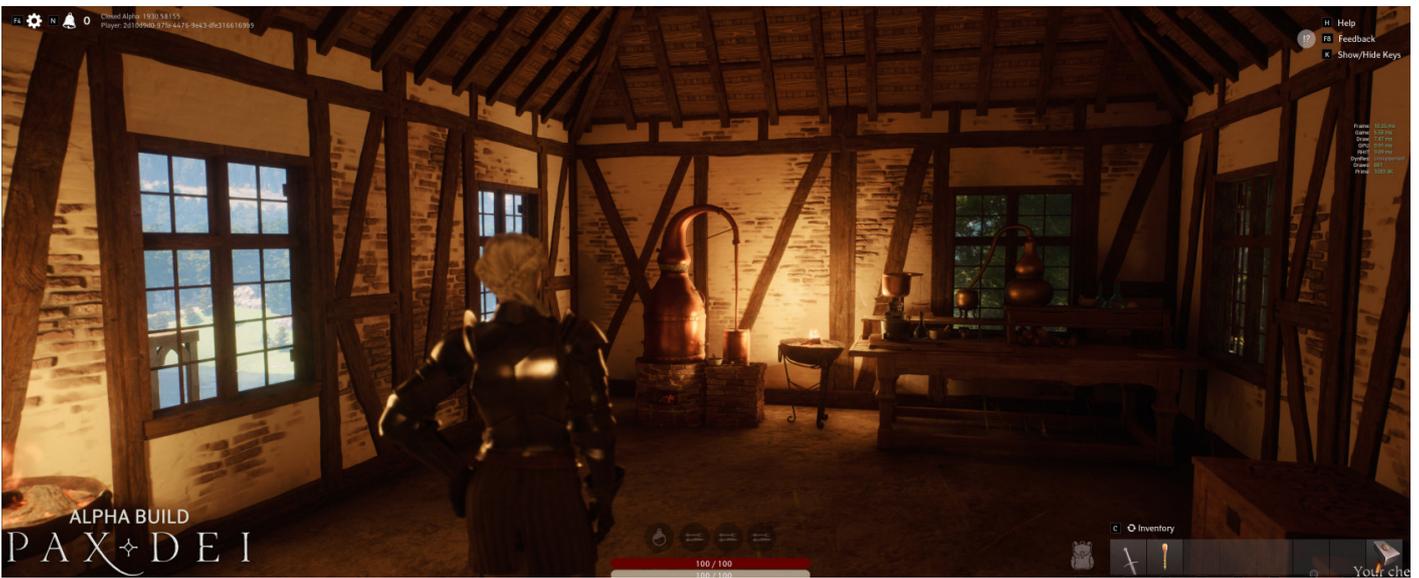
Example constructions 2

Except for the ruins, players have built all the houses (alpha test) you can see on these screenshots, and the only hack used to take them is a fly mode (apart from also often hide the UI and the character itself).

ALPHA BUILD
PAX DEI

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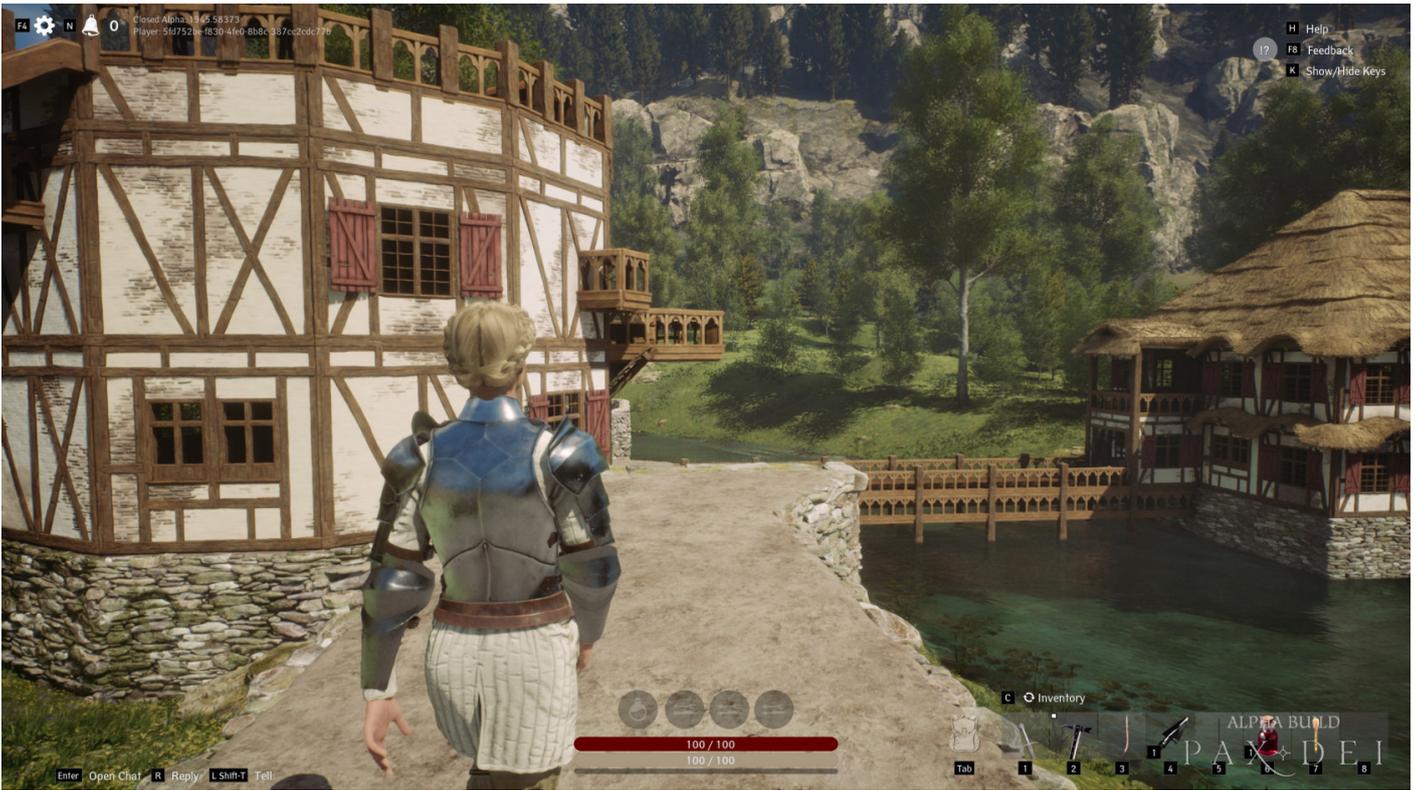
Building

Where to build?

In order to build, the player needs building access to a plot. More information about that can be found in Plots and permissions.

Can one build on water?

Here's a developer quote addressing the question:

> Yes, we currently allow the plots to overlap water and probably will want to have this be the case long term. As you saw in the video we posted, lakeside properties are pretty awesome. In the current game build, you can place building foundation pieces underwater, as long as the bottom of the lake is close to the surface, so effectively you can build on the shore with slight overlap with water, but you cannot build let's say a bridge over a lake.

Architectural rules

While players have a considerable degree of freedom to design their structures, they must adhere to certain architectural rules to ensure structural integrity. This means buildings cannot be unrealistically large or tall, and must make sense from a structural perspective.

Building resources

Players need to acquire resources to construct their buildings pieces. This may involve harvesting/gathering materials, crafting items, or trading with other players.

Collaboration

Players can work together to build structures, either by sharing plots directly or through clans. This allows for the construction of larger or more complex buildings, as well as promoting cooperation and community within the game.

Building pieces

Pax Dei provides a variety of building pieces for players to use in their constructions.

These pieces can be combined and customized to create unique and diverse structures, with the game developers planning to add more options and features over time.

Plots and permissions

Plot ownership

Each player can own a plot of land on which they can build structures. Players with paid accounts will receive one plot, and additional plots may be acquired through other mechanisms.

Claiming a plot

Building can only take place on designated plots of land. Players need to find a suitable location for their plot within the Heartland valleys, as building is not allowed outside these areas. Claiming plots on pre-made roads, underground, or on dungeon entrances is also prohibited. Plots can overlap with water though.
Here's a developer quote in regards to "plot positioning":

> You'll get a preview of the borders in the world and can move it about, then confirm when you're happy with the placement.

Build area on a plot

Building access on a plot only allows to use a certain portion of a plot for building, unless there are surrounding plots which one also has building access to. The developer stated that there will be significant benefits/advantages to join plots, not just bigger buildings and less wasted (inaccessible) build area.
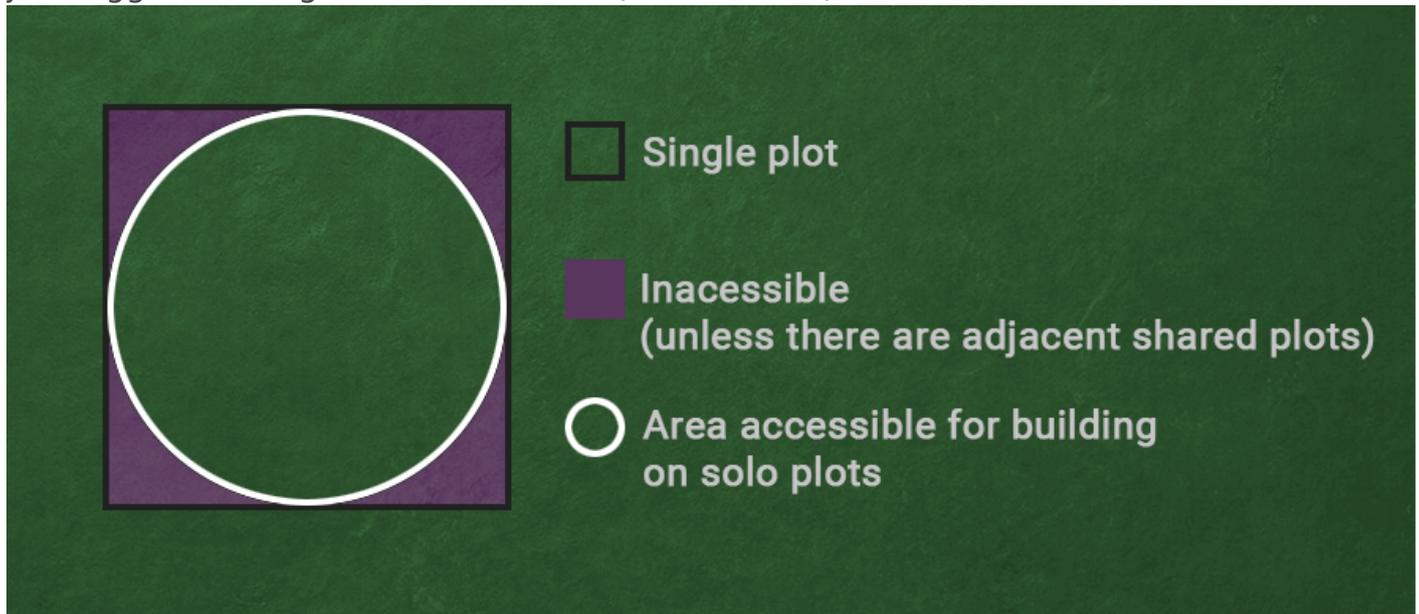
Plot size

The final size of a plot is currently not determined yet. Here are some developer quotes on what to expect though:

> We haven't yet determined how large the plots are, so it's impossible to answer this exactly. The balance we're looking for could be described as "you can build quite a lot on your plot, but you will also want to work with your clan to use the combined land in your clan's plots as smartly as possible".

> ...this portion of land is circular and vast enough to build a house of reasonable size and a couple of smaller structures.

Shared plots

Plots can be shared among players or within clans. This enables groups of players to collaborate on building projects and manage multiple shared structures across different locations.

Building on others' plots

Players can build on someone else's plot, but only if the plot owner has granted them permission to do so.

Access control

Permissions can be managed to allow certain players or clan members to access or modify structures on the plot. Plot owners can restrict who can access their structures, but they cannot completely block access to their plot via permissions.
There's an interesting quote in that regard though:

> We don't have a feature to restrict people from walking on your land,
>
> but you can build walls, so theoretically, your clan could wall up the village - as people did in the Middle Ages.

Abandoned plots

If a player stops playing the game or becomes inactive for an extended period, their plot may be deemed abandoned. In this case, the game developers plan to free up the plot for other players to occupy, while providing a grace period and potential rebuilding options for returning players.

Buildings

Building freedom

Players can construct almost any structure they desire using the building pieces available in the game. This allows for a wide variety of architectural styles and designs.

Structural integrity

The building system incorporates a physics system that enforces structural integrity, meaning that buildings must make sense from a structural perspective. For example, houses can be large, but they cannot be infinitely tall.

Building limitations

The primary constraint on the number of structures a player can build is the amount of land available on their plot(s).

Building materials

Players will be able to craft building pieces, furniture and decorative items to create and customize their structures. Some of the items will be usable, while others will be purely decorative. The game developers plan to continuously expand the selection of pieces/items.

Customization

The building system is designed to allow for a high degree of customization, with multiple building piece sets and plans to add more options over time. The goal is to enable players to create unique and diverse structures.

Building modifications

The game developers are still determining how forgiving the building system will be when players wish to change their minds, start over, or make adjustments to their structures. The aim is to make the system fairly forgiving, allowing players to learn and experiment with building.

Clan involvement

Clans and groups of friends may choose to collaborate on bigger building projects, an may be appointing a "master builder" to manage and oversee construction efforts.

Building safety/destructibility

Only the players you've given permission to access your constructions on your plot can access your things. And yes, they can destroy it but also help you build more.

Plot decay and movement

Linked plots and clan departures

If a player decides to leave a clan, the developers are working on mechanisms that will allow the remaining clan members to retain the departing member's plot of land.

Moving plots

Currently, players can move their plots at any time but need to move all the items on the plot by carrying them from one place to another. The developers plan to provide tools to make this process easier.

Dealing with uncooperative players

If a player claims a plot in an area populated by a clan, there is no in-game mechanism to force them to move. Players will need to negotiate with the person directly, encouraging cooperation and communication within the game environment.

Plot decay due to inactivity

To keep the game shards feeling alive, inactive plots cannot be maintained indefinitely. If a player stops playing the game, their plot(s) will eventually be freed up for other players to occupy.

Grace period and returning players

The developers are considering a grace period to ensure players don't lose their plots accidentally. They are also exploring options to help returning players easily rebuild their plots, so they don't have to start from scratch. The specifics of these features will be tested and refined during the Alpha test.

Abandoned structures and resources

If a structure is truly abandoned, other players can claim the resources left behind.

Furniture and decoration

Crafting furniture and decorative items

Players can craft a variety of items such as rugs, chairs, and tables in addition to building pieces. The selection of items in the game is not extensive at the moment, but more options will be added in the future.

Usability and roleplay

Some crafted items are usable, and the developers aim to support full roleplay gameplay with functional and decorative furniture. For example, lights can be particularly helpful during dark in-game nights.

Pre-set designs

Furniture and decoration designs will be provided by the game, and players will not be able to create their own designs from scratch.

Clan customization

Pax Dei has a system that allows clans to create their own heraldic symbols, which can appear on some of the gear worn by clan members. The developers plan to extend this feature to some crafted items on players' plots. Additionally, they have the technology to enable customization features such as changing the look of items based on the type of wood used in crafting. The extent of these customization options upon the game's release is not yet known, but more details will be shared later.