# 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.

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