

# 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, and 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.

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