

# 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](https://www.youtube.com/embed/_sYjq-zR8As)

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