

# General

## Overview

While the specifics of each zone in Pax Dei are still under development, the overall approach promises a diverse and immersive game world with distinct biomes, dynamic environments, and unique [resources](#) and creatures. As players [explore](#) and interact with the various zones, they will experience a rich and engaging world full of challenges, opportunities, and adventures.

Here's what we know about the zones so far:

## Variety of Biomes

The game will feature a wide range of biomes, including forests, mountains and more. Each biome will have unique characteristics, offering players diverse experiences as they explore the world.

An interesting detail related to this topic can be found in the game's approach to audio, which is designed to create a rich and immersive experience, with an advanced ambient audio system that adapts to the player's surroundings, including biome, altitude, time of day, and more.

## Unique Resources and Creatures

Different zones will be home to unique resources and creatures. Players will need to venture into various biomes to gather specific materials or [hunt particular monsters](#). This encourages exploration, trade, and cooperation among players.

## Difficulty Scaling

The game world will feature zones with varying levels of difficulty, allowing players to choose areas that match their skill and [character progression](#). Some zones may be more challenging or dangerous, offering greater rewards for those who dare to venture into them.

## Points of Interest

Each zone will include points of interest, such as [dungeons](#), landmarks, and quest locations, providing players with opportunities for adventure, exploration, and storytelling.

## Player Housing and Settlements

Players can [build homes and settlements](#) in various zones, creating their own communities and fostering interaction between players. The location of these settlements can influence access to resources, [trade](#), and other gameplay aspects.

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