

Cell Towers

- Should they have a finite range?
- Should they be affected by weather? How? (lower range and speed?)
- Do they need a power supply wire ran out to them, or do they function without it?
- Should the signal strength decrease under certain conditions? What should those conditions be?
- Do we need to implement backhaul?
- Should they be customizable? (add different antennas, receivers, etc?)
- Can they communicate with other features, like satellites?

Satellites

Obstacles (like dirt, stone, metal, hills, houses, etc)

Farm Equipment

- Based on existing mods:
 - Mobs: Animals and humanoids
 - Nature: Trees, plants, farming, fishing, weather changes (snow), etc
 - Tools: Picks, Axes, etc
 - Vehicles: cars
- What other equipment do we need and how will we implement it?
- What is required to create a new mod?
 - LUA API
 - Minetest Modding Book provided for tutorials

Cell Phones

- A way to determine how strong a signal is at a given location
- Can communicate with farming equipment
- Main purpose is to see how strong signal is
- If we do multiplayer we could do communication between players
- How realistic should the network be for cell phones?
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Anything else we should implement?

Other Questions:

- *Where should you go to start the coverage test
- *What would be the most important thing to start with
- *How much access should we give to future devs (People who want to mod the mod) ?
- *What should the specs of the computer of the mod running on be?