

YEEPS – MODS UPDATE

1. Core Concepts

1.1 Game Modes

Yeeps has two modes, and mods fully respect this split.

Play Mode

Normal gameplay

Players cannot edit the world

Mods may only affect allowed gameplay behavior

Construction Mode

Staff / World Owners only

Full building, setup, and configuration access

Mods that control the room are configured here

2. Canonical Content Types

Yeeps already defines four content types. Mods do not add new ones.

1. Pillow Blocks

Pick-up-able in Play + Construction

Play-safe blocks

2. Basic Items

Handheld weapons & tools

Usable in Play + Construction

3. Wood Blocks

Pick-up-able only in Construction

Used for map structure and control logic

4. Construction Tools

Construction-only handheld tools

Builder utilities

3. Mod Types (Declared at Upload)

When uploading to Mod.io, creators must choose one mod type.

3.1 Wood Mods

Purpose:

World building, configuration, and game mode control.

Allowed content:

Wood blocks

Construction tools

Construction-only items

Rules:

Construction Mode only

Cannot be additive

Cannot be enabled by players

Configured only via Mod Console in Construction Mode

Primary use case:

Gamemode controller blocks

Round, team, score, and rule logic

Admin/setup systems

3.2 Cotton Mods

Purpose:

Playable content and gameplay variation.

Allowed content:

Pillow blocks

Basic items (weapons & tools)

Rules:

No wood blocks

No construction tools

Limited scripting permissions

Cannot modify wood blocks

Primary use case:

Weapons

Tools

Movement mechanics

Optional gameplay modifiers

4. Mod Hosting & Subscription

Mods are hosted on Mod.io

Users subscribe to mods

Subscribing:

Does not install or apply the mod

Adds it to the user's available mod catalogs

5. Mod Console

The Mod Console is the central control block.

5.1 Play Mode Interface

1. View Room Mods

Shows required mods for the room

Displays install status

2. Install All Room Mods

Downloads and installs required mods

Enables Mods Teleporter access

3. Active Additive Mods

Displays currently active or queued additive mods

4. Add Additive Mods

Only available if an Additive Mods Sign exists

Opens additive mod catalog

Starts a room-wide vote

On success → map reset → mods applied

5.2 Construction Mode Interface

1. Add Room Mod

Select from subscribed mods

Wood or Cotton

Becomes required for the room

2. View All Room Mods

Full authoritative list

Defines the map's identity

6. Enforcement Blocks

6.1 Mods Teleporter

Blocks entry unless all required room mods are installed

Directs players to the Mod Console if missing mods

6.2 Additive Mods Sign

Must exist in the map to allow additive mods

Without it:

Additive mod features are disabled

Matches existing Yeeps rule-sign behavior

7. Room Mods vs Additive Mods

7.1 Room Mods

Added in Construction Mode

Can be Wood or Cotton

Required for room entry

Persistent and map-defining

7.2 Additive Mods

Cotton mods only

Added in Play Mode

Requires Additive Mods Sign

Added via room-wide vote

On approval:

Map resets

Mods activate at round start

Temporary per session

8. Imagination Integration

Mods extend The Imagination directly.

Mods may:

Add items or blocks to existing categories

Create new categories

Yeeps already handles:

Wood vs Pillow filtering

Play vs Construction filtering

Pickup permissions

No icons are used anywhere.

All Imagination entries are text-only, vanilla and modded.

9. Attribution (Mandatory)

Every modded item or block displays attribution:

<Item or Block Name>

by: <Mod Name>

Rules:

Displayed directly under the name

Shown in all Imagination views

Uses the Mod.io display name

Automatic and cannot be removed or overridden

This applies to:

All mod types

Room mods and additive mods

Play and Construction modes

10. Mod Creation (Unity Mod Kit)

10.1 Yeeps Mod Kit

Distributed as a Unity package

Public GitHub repository

Includes:

Editor tools

Runtime definitions

Exporter

Documentation

10.2 Required Component: YeepsItem

Every prefab must include YeepsItem.

Fields:

Content ID

Display name

Imagination category

Entry type:

Block

Item

Block settings:

Pillow or Wood

Dimensions (manual or collider-based)

Item settings:

Flip in left hand (X-axis mirror)

Hand offsets

11. Yeep Script System

11.1 Yeep Script Component

Optional component that:

Assigns a TextAsset

Executes a sandboxed script at runtime

Scripts run in a custom VM:

No filesystem access

No networking

No reflection

Server-authoritative where required

11.2 Script Permission Model

Wood Scripts (Authority)

Allowed only on wood blocks.

Can:

Send notifications

Start votes

Control rounds, teams, scoring

Set player outlines

Manage room-level state

Used for:

Gamemode controllers

Match logic

Admin systems

Cotton Scripts (Limited)

Allowed on:

Pillow blocks

Basic items

Can:

Implement weapon/tool behavior

Apply local or targeted gameplay effects

Cannot:

Send notifications

Start votes

Modify room rules

Edit wood blocks

Perform global authority actions

11.3 Hard Rule

Cotton mods cannot modify wood blocks in any way.

No moving

No editing

No deleting

No triggering admin behavior

Wood blocks may expose read-only interfaces, but authority always remains with wood.

12. Export & Publishing

12.1 Export

Unity exporter validates content

Builds asset bundles

Generates manifest

Outputs a .yeepsmod package

12.2 Publish

Upload to Mod.io

Choose:

Wood or Cotton (required)

Visibility (Public / Unlisted / Private)

Versioned releases supported

13. Safety & Stability

Engine-enforced limits:

Script CPU budgets

Spawn limits

Vote throttling

Notification throttling

Memory caps

Fail-safe:

Script errors disable the script, not the room

14. Design Summary

Mods extend existing Yeeps systems

No bypassing Play vs Construction rules

No client authority

No mid-round chaos

Builders control structure

Players control variation

Game modes are blocks.

Gameplay is modular.

Chaos is opt-in.

If you want next, I can:

generate the GitHub README for the Mod Kit

write example YeepScripts (gamemode + weapon)

or turn this into a public announcement / patch notes version

This doc is now internally consistent and final.