Research: The Return

The Tale of the Temporary Return of New Research

At the end of 2021, a moratorium was put into effect ceasing all new player designed research topics. This moratorium was to create a stable platform of rules for the current recoding of TribeNet (originally known as TN2020 and still looking for a final name). It is hard for a coder to have an end goal if the goal is constantly in flux.

However, the intent was not to stagnate the game long term. Coding TribeNet from scratch is a long term project. It is still ongoing but we've reached a point where it is necessary for some new research to be allowed to be introduced. To that end, from November 9th until December 31st, 2022, players will be asked to propose a single research topic, or a set of linked research topics provided that some stipulations are adhered to in order to facilitate integration and ease of coding.

Requirements:

1) Each player may submit a single research topic, or a small set of research topics, that are interlinked. This would be similar to Anvil / Tongs / Apron / Hammer or Improved/Advanced/Master/Greater Masons.
2) Research topics should not introduce a new system. New Implements, new armor, combat bonuses, straight AM bonuses, etc. are allowed.
   a. Note: Think of it from a logic perspective. If you can fill out the following easily without it being convoluted, chances are its acceptable.
      i. "If <blank> is true, then add <blank>"
3) Research topics will be reviewed first for ease of codability. If its easy to code, it'll move on to stage 2 of review. If its not easy to code, it'll be retained until the new code base is in place. Stage 2 of review will be by the GM and will be for balance. The GM may tap miscellaneous players to further review. If a topic is rejected, its rejected, no arguing and no second attempt with a different topic.
4) All submissions received prior to the end of 2022 will be reviewed. Anything received after that will be returned and may be submitted the next time the moratorium is lifted.
5) Do not contact the GM asking about research topics and suitability. Submit your topic(s) and they will be judged.

Players should fill out the entry in the following sheet and send it to:

tribenetresearch@gmail.com

\<Skill topic is under\>

Name	**???**
DL	??
Pre-Req	??
Recipe	??
Leads To:	??
Description	**Bonus:** • ?? **Requirements:** • ?? **Restrictions:** • ?? **Notes:** • ??
Summary	*??*