

Hey dev team, looking forward for new things to come in the game. since 2018, i enjoyed playing this game. I do have suggestions tho' for the future and i am hoping you see this! We know there is a big gap between new and old players when it comes to building as where basic shape are expensive on game cash and plot data.

First, I do suggest that you guys implement a different grid size placement for walls, roof, floor, fence, and any other tools that is in the grid system. Example, we have full size grid which we do have in the game which give the basis of how things would work, then the other one should be half size grid that will make our build has more depth to measurements, and the last one for more complex and additive details is the quarter size grid. This will lessen the use of basic shapes for builders to achieve the measurements they needed as most people use it because the wall and other tool are locked on grids. This will help players who are not really into building custom things as for doors, windows and any other object that walls are needed and cannot be stick through basic shapes and it will help you guys as you put more items in the game more in use. Alot of dedicated poeple really have beautiful realistic build yet most of them are not finish due to limited plot data, burnout and how costly it is. Also most of custom build even the smallest detailed one can producing lag, loss of frame rates and longer loading time not just for the player but for the whole server can take effect. As you guys progress on scaling tool, it really help to define our builds yet has a lot of risk too.

Second would be floor to ceiling tool. At my first suggestion, it tackles about the y axis which is a horizontal tool which this one would be for the z axis or for the vertical tool. As of day one until today, we start either placing wall, fence, floor or bssic shapes to adjust how low or high the the floor is, how short or tall the walls are, and how the build looks from up to down. Same with the first idea, it shoud be on a grid system but going up and down instead of side to side. It has 3 different gird size as same with the first one which is full, half and quarter grid size. This will help average players to make more advance type of houses to thier likings like the split house design, more customization for porch and floor levels, different height level of walls. I know it would be difficult to apply it as we already have the multiple storey tool. But having this will not just 5 max storey build limit instead, having a max height build limit to counter it. This will help the placement of items through floor and ceiling which are only stuck right now between the floor and the ceiling of individual storey limitation unless basics shapes will save the day again which it should not be intended.

Thirld, revamp of basement and pool tool. This two should have again, a grid system of full, half, quarter sizes going up and down grid. Yes, the pool has already have it but it is separated by sizes. But if you think of it, it is better to have resizing tool for both of for more

efficient way.

The Fourth suggestion is i think you guys are starting to do it anyway which is the roof tool revamp. I see that you guys even tho it take years to make it happen, us we are happy to know that hollow gable roof is happening soon. But making it the 2nd hollow type of roof is kind of lacking for other types of roof we have especially the slanted roof. This will help how items hanging and the lights can be takes place. If this can be apply to the game, ceiling types should be included too.

Fifth is the revamp of path tool. We should change what kind of tool it could be. A new use for this is good for labeling boundaries of rooms, intended cuts of specific place. This will allow players to label things out like the one aspect functional trait of a wall tool when if it becomes a room. This will help builders to plot every zone you are intended to build. Its like a planning system but not as a whole but for the functionality of items, labels, and guides. This will also open a new feature that will help people who loves role playing, more activity for the players in the neighborhood, and produce quality of life as we are not just to build and show it to people but also can be inteact our build. Example is building a hotel, diner, or a small town with different building . Having this tool will allow builders to label, make boundaries how other player can interact specific room or area, and how permission will took place for other players especially in the neighborhood server.

Lastly, resizable doors and windows. I know some of them have this already but most of them doesn't have the feature. By giving all ability to resize is good for making either huge or narrow builds.

Almost everything i put note are already can be done by other feature that the game already had. But to overhaul it, those already given features and incoming new features to the game will make it more desirable not just to one thing but to anything that the game offers.