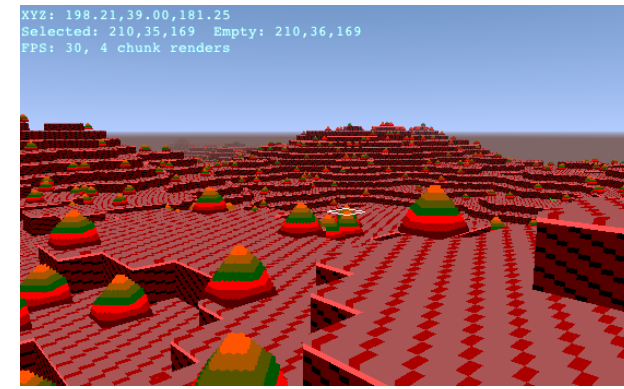


CS459 “Cubes” Project Iteration #1

Kevin Reid

Problem Space

- The original concept was a game inspired by Minecraft.
 - Do it “more so”: add the ability to alter the game itself by designing new blocks, out of blocks.
 - This is fixed; therefore this is not the project problem.
- As an HCI project, I will be considering only finding good user interfaces for individual user interactions, and the systems by which block behaviors are defined.
 - Example: How does the user quickly choose a block from all available blocks, within the first-person UI?
 - Example: How does the user express adding a new block type to the set of all available blocks?



Usability Goals

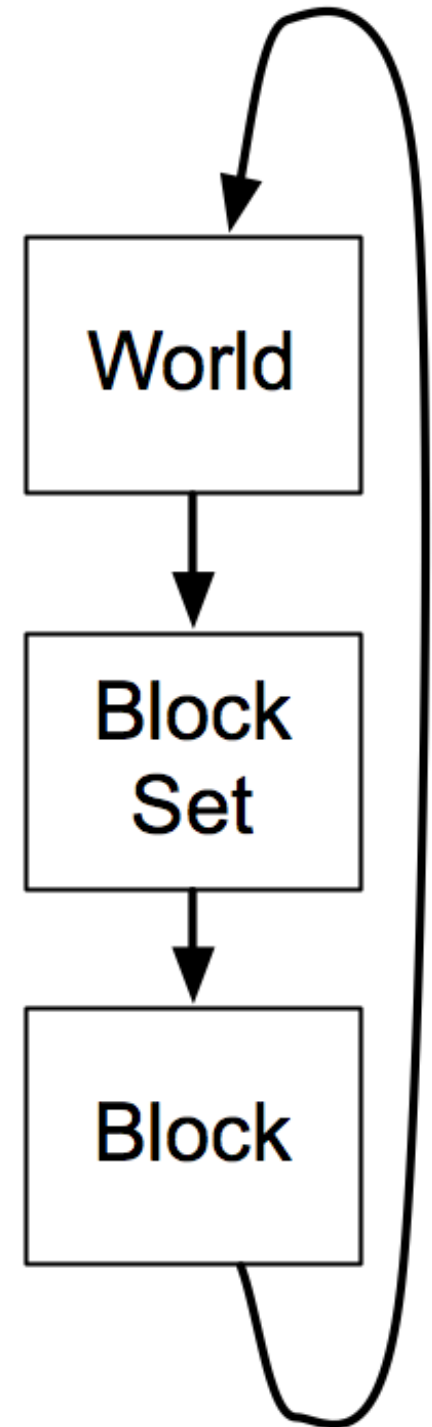
- Immediate understandability to the typical beginning user.
— they probably play Minecraft or are familiar with similar first-person game controls.
- The entire state of the game world should be discoverable and editable straightforward. ("Visibility")
Hard because the system state includes the “source code” of the user-defined game rules.
- No manual block-by-block operations required as a consequence of altering the block set.
- ...

User Experience Goals

- Fun (duh)
 - to the person who likes playing with Redstone in Minecraft.
- Immersiveness
 - Defining the same should feel the same as playing the game, should operate within the world.
- Unlimited customizability of the appearance of the world, within the pixelated-blocks constraint/aesthetic.

Conceptual Model

- **World**
Three-dimensional gridded space containing blocks which are from a block set.
- **Block**
Element of a world. Blocks, like real atoms, are nearly all absolutely identical to all others of the same block type.
- **Block type**
Visual and functional design for a block; defined by a miniature world.
- **Block set**
Collection of block types; what block types are available in the world. Defines the sort of game being played.



Persona

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Summary: What's going on here

- I'm running terribly late.
- The project is designing user interface elements and UI-like gameplay elements of a game.
- The latter consists of presenting programming as a block-building task.