

CS459 “Cubes” Project Iteration #2

Kevin Reid

Data

- Survey performed; have 24 responses.

Trends:

- Most people want 1-player/small multiplayer, not large MP.
- Most people want “nicer than logic circuits” programming.
- Complaints from Minecraft:
 - Insufficiently automated mining
 - Tedious inventory management
- People keep telling me to look at Dwarf Fortress.

Designs

- Chosen problem space for project: block picking and editing using mouse & keyboard input.
- Other problems:
 - Alternate input devices (e.g. touchscreen)
 - Circuit design
 - Customization of other game aspects
 - Saving and sharing

Design #1 (Current Direction)

- Mouselook+WASD, mouse buttons place/remove blocks, mouse or keyboard(?) picks from menu.
- Blocks are edited starting from blocks in the world (concrete not abstract); the block-set as a thing itself is deemphasized.
- Pro: Interaction stays closer to the FPS theme - point and "shoot".
- Con: Some blockset operations are naturally abstract.

Design #2 — Layers

- Conceptual model gains layers: Main world built of blockset#1 built of worlds each built of blockset#2 ...
- Block picking and blockset editing are both done by switching to a full-screen view of the blockset (point-and-click UI instead of FPS UI) — the two UIs alternate.
- Recently-used block toolbar for shortcuts (keyboard choice).
- Pro: Clearer concept of blockset as independent thing, more discoverable.
- Con: Harder to get controls coherent; very modal.

Design #3 — No mouselook

- No mouselook — view pivoting is done by keyboard or more restricted gesture areas.
 - Possibly increase vertical FOV and have no up/down look.
- Block set (picking and editing) is displayed around the border of the screen.
- Pro: Less modal; block picking is more obvious.
- Con: Movement and building is harder.