World Generator-Aditya

Renderer-Aditya

Save Files-Akshaj

Textures, music-Jay

Deadline-31/08/2020

World generation-

Biomes- made up of block “variants”

Finite set of blocks which are generalized to fit all biomes and have variants

Biomes-

1. Jungle: Tropical evergreen, Dense, hostile, saturated
2. Forest: Semi-scattered, smaller trees, ground vegetation, less saturated
3. Plains: Relatively flat, more liquid bodies, structures
4. Bloom: Colorful, interesting, dense and scattered, very dangerous
5. Swamps: wet, difficult to move around, clayey
6. Snowy Mountains: Tall, cold, very varying heights frigid, scary but peaceful
7. Snowy: Frigid, slow, heavy, plain, stormy, frozen water bodies
8. Glaciers: Mostly water, lot of ice, very little snow, slippery, dangerous
9. Desert: Sandy, dry, hot, sunny, less liquid
10. Rocky Wastelands: VERY dangerous, very rewarding, very dry
11. Desert Wasteland: like wasteland, but not dangerous or rewarding, boring
12. Heaven: Beautiful, INSANELY dangerous, INSANELY rewarding
13. Hallow: Beautiful, not dangerous, not rewarding, interesting
14. Hell: Red, fiery, pits, dark, dangerous, rewarding, traps, devilish
15. Perversion: Boring looking, Purple, FREEZING, BURNING
16. Transitions (pseudo biomes)

Tiles-

1. Vegetated dirt: top layer-ish
2. Dirt: unvegetated dirt
3. Mud: slow to walk on, next to liquids, drops some random stuff
4. Gravel: Transition from top to middle (affected by gravity)
5. Ores (tier-I)
6. Normal Stone: Stony-hard, building material
7. [variant1]
8. [variant2]
9. [variant n]
10. Ores (Tier-II)
11. [Precious Stones 1]
12. [Precious Stones 2]
13. Ores (Tier-III)
14. Hard rocks
15. Patterned Rocks
16. Bedrock

Physics-

1. Player is affected by gravity
2. Player cannot walk through obstacles (tiles and other entities(regular))