Travel World Idea Document

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| I can potentially import images into the world by mapping image colors to light color values. | DONE |
| I should create a graphical rectangle hover box to show me which grid cell I am currently hovering over due to imprecision. | DONE |
| I would like to synthesize a continuous stream of **sound** for the world as well. |  |
| Story: A man wakes up early one morning feeling that he needs to get somewhere, but he finds more fulfillment in exploring the world around him. | DONE |
| I should make some other types such as stairs. (RAMPs) | (STARTED) |
| I would like to incorporate trains into the world somehow. | DONE |
| I might be interested in adding moving entities that explore the world at the same time as the player. |  |
| The Game begins with an alarm clock. The player is given instructions for how to get to the airport. | DONE |
| The player wins if they board the plane. Their score is determined by how much of the world they have explored. | SOON |
| I should improve the editor so I can paint lights and textures onto the map. |  |
| I could convert this game to a roguelike with a randomly generated world, signs, etc. | ??? |
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| I am putting the project on Hiatus, because the narrative is a little bit at odds with this virtual world that I have created. |  |