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Journal #1

My final project idea is to create a procedurally generated sandbox game that will allow people to terraform the world by tapping on the screen. The world will be made up of 4 materials: dirt, stone, snow, and water. These materials will be determined by height. The lowest height will be water, then dirt, stone, and finally snow. Everything will be contained on a small "chunk". The chunk will work similarly to how Minecraft chunks work, with each chunk holding its own information. The way to interact with the sandbox will be by tapping on a phone screen to terraform the world around our taps. The game will be using image tracking to track a QR code that will spawn the world. This will allow for save data to be stored, allowing users to come back to worlds to view or share their past creations.

Mixed Reality Final Journal

Over the past three weeks my project has progressed and changed quite a bit. My idea started with a procedurally generated sandbox world where you would be able to interact with the world on a block by block basis like in Minecraft. As the first week went by I realized that I preferred the look of using a mesh to create the world and that I would try to allow the same ability to change the world by altering the mesh. This was where I faced a problem as it was difficult to figure out how to directly alter the mesh based on its points. Because of this problem, I decided to not include that feature, and instead include a slider that would control the variables that created the mesh. These sliders controlled the persistence and octaves. This would allow for some level of customization without overwhelming the user with a lot of sliders. I am currently working on improving the functions I have decided to leave my final with and am looking to include an aspect of life in the world by adding random cities in the green areas.

