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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.