Carlos Izaguirre

Journal #2

The key interaction in my project will be changing the depth of an area in the sandbox by tapping on the area on your screen. There will be a UI element that allows people to toggle between lowering the depth, and raising it. This will allow people to create their own terrain. This will be done by locking the chunk to a certain orientation so that it is easier to interact with certain parts of the chunk. This will be done when the user has their finger touching the screen to change the depth.