

Today I researched on familiar block building games and how we achieve it. After studying other examples from various open source libraries. I have a new understanding of how we can achieve a block building game for Statefarm. I plan to have an autogenerated object type that pulls from a 100 word pool and has users build to that word. The user is given a 3d space that they can navigate(or not) and place 3d objects by using the wasd to rotate around the map. There will be 10 colors displayed to the users that they can choose from and subsequent blocks can be placed. There will also be a remove and clear blocks feature added.