31/03/'15

Jan Eckaert

□ → loaded in fbo
- movability
- drawing
- matrices

TAG

TEXT

← blocks

↳ tags
(coloured)

Ed. → /
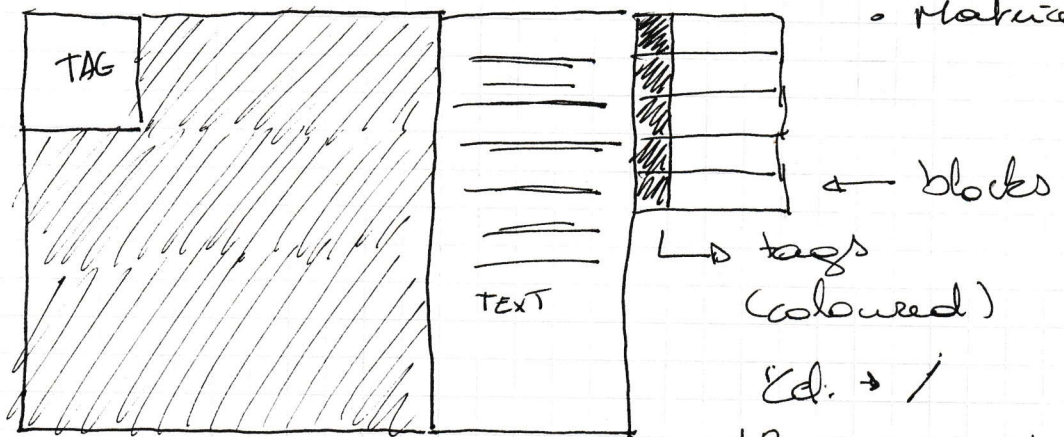
B ⇒ structural
R ⇒ condition
C ⇒ movement

Magnet

IMAGE

So existing codeblocks
↳ colour by type

QU
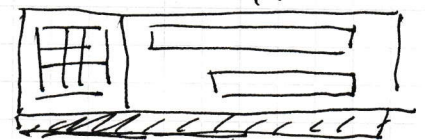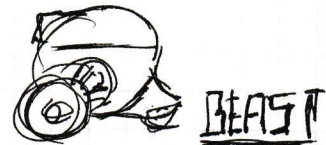
STE

- read tag
  - check from last pos
  - check rotation
  - update values

- draw image in fbo
  - load from XML URL
- draw text in fbo
  - load from XML
- load in code
- check blocks

explicatory text

BEAST

& verify with XML
↳ Dynamic

story graphics ?
code
    ↳ linear : overlay map
    ↳ Modular : selfcoded
extra set
of blocks ↳ HYBRIDE CODE
    ↳ linear, solvable by algorithm
        ↳ complex ways (too many blocks?