

Group 28 OAC

Owen McNeil, Chris DiBussolo, Andrew Luncentini



Block Builder



Block Builder

- What is it?
 - Basic version of Minecraft implemented solely in python
- Why Block Builder?
 - Gain experience developing a 3D game
 - Personal interest
 - It's free!

Scope



- Technology
 - Python3
 - Pyglet (Python multimedia library)
 - OpenGL (through Pyglet)
- Target Demographic
 - Children ages 4-16
 - Cheap parents
 - People who want to be creative!



Demo



**KEEP
CALM
IT IS
DEMO
TIME**

Qualities

- Maintainability
 - Modularization of original code
- Usability
 - Usable by target demographic, children aged 4-12
- Portability
 - Runs on Windows and macOS



Modularization

- High Level Hardware interfacing
 - **Window.py**
 - Module that contains window state and OpenGL constructors
 - Actually displays the game
- Software Decision Module
 - **World.py** – Game logic Algorithms
 - **Function.py** - Helper functions that are not directly related to game logic
- Models and Constants
 - **Block.py** – In-game blocks construction
 - **Constants.py** – Game world constants (Texture coord, gravity, etc.)



Testing and Validation

- Dynamic, Manual Testing
 - Play the game by hand to perform manual tests
 - Primary source of validation
 - Asking users of various ages to rate the usability and resemblance to minecraft out of 10
- Pytest Unit Testing
 - Test basic functions, not very helpful in development.
 - Ex. Movement hard to test automatically

"I jumped off the map haha. 9/10 though." - Chris' Little Brother, 2018

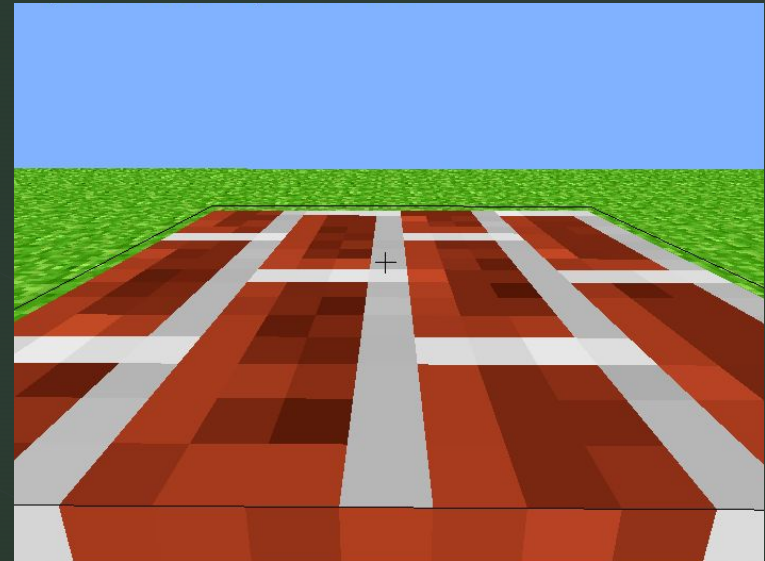
"Your games are stupid go away" - Mom

"Game of the year, better than Red Dead Redemption 2." - IGN



Notable Struggles

- Pyglet/OpenGL learning curve
- Collision Detection
- World “sectorization” and chunk loading



Next Steps

- Some features we would like to add that were not feasible given the time constraint:
 - Inventory Systems
 - Biomes
 - Items
 - NPC's



Thank you for listening!

Want to see more of Owen?

Check out Owen's Twitch at:

<https://www.twitch.tv/mcfeelio>

