

Eden Design Doc

Eden presents a pristine 3D world entirely made of cubes that is fully destruct-able and modifiable. The player can do 4 things:

Explore a vast procedurally generated world.

Select a block type from the block menu and place blocks.

Destroy blocks one at a time

Light flammable blocks on fire (lighting TNT on fire causes an explosion). The following are some in game screenshots with placeholder art:



Specifics of the art assets:

UI Icons, touching an icon changes the 'mode', each icon has a corresponding 'active' icon (45x45 pixels, PNGs with binary transparency):

Movement- selects this to move, currently a camera icon, could be a stick figure walking?

Building- select this to open the block selection menu and pick a block to build with

Mining/Destruction- in this mode tapping a block removes it

Burn- same as mining, but lights flammable blocks on fire

[possibly an additional icon for jumping, currently tapping on the left edge causes a jump, but this could change as I fine tune the controls]

-Additional artwork for the title screen yet to be determined

-Application icons that iOS requires 57px, 72px, 114px, 512px

-Possibly 2-3 small animations for block breaking, burning, and exploding
[depends on what code-generated special effects I do]

Textures: All textures are 32x32 pixels, all textures are opaque, each texture completely covers one face of a cube, depending on the texture it needs to be tile-able in both, one or not at all.

List of Blocks (unless otherwise noted, 1 texture used for all 6 faces tile-able in both directions):

Bedrock(indestructible, creates lower boundary of world)

Grass 3 textures, dirt on the bottom, 2-way tile-able grass on the top, a transition from grass to dirt on the side

Tree Trunk 2 textures, vertical tiling for the bark, no tiling for the cross-section/rings

Grey Stone

Dark Stone

Dirt

Sand

Green Leaves

Yellow Leaves

Orange Leaves

Red Leaves

Light wood

Dark wood

Red brick

Cobblestone

TNT/Explosive (2 textures, one for top/bot,one for sides, no tiling)

Purple quartz/crystal

Pink quartz/crystal

White quartz/crystal

Green crystal

Blue glass

"Cloth" (a collection of simple colored cubes to be used for drawing/fill in any gaps in the color spectrum of available cubes)