Phase One:

Interior of house

Normal house-like objects and utensils, all can be interacted with/picked up

Second floor accessible that appears/disappears as needed

Needs:

House sprites. Floors, walls, furniture, etc.

System for interacting with world objects.

* When player uses “activate” button, it needs to check what is there.
* Checking the tags of what is there may be the best option.
* This means that ALL objects added need to be checked, so they should have appropriate tags to differentiate them.
* Event system!
* To interact with things means to pick them up, so…

Inventory system for picking things up.

* Inventory that can be called up using action key.
* Needs to be on the event system!
* Menu canvas that appears and disappears as needed.

Immediate needs:

First up:

Planks for the floor? If everything is buildable, then each plank should perhaps be a sprite, if the size isn’t too much? Yes, those are question marks, idfk what I’m doing… Let’s make some planks, why not. Wood texture practice!

* Need long pieces and half long pieces. Build the floors out of them. Keep it simple for now.

Then need planks for walls, and stairs. Long pieces and half pieces.

Windows? Just a differenter kind of wall.

Doors? Walls that move… Animation that makes them rotate when activated?

Light fixtures, etc. …This may require redoing the light effect on some sprites…

Eventually, furniture.

Sprite sizes:

Trying 256 x 256 at 100 PPU for the canvas on each. Sprites themselves may be only a portion of this size.

SITUATION NOTES:

5-23-2025:

Placing floor planks aligning to a grid works

To place other objects, need to first check if something else is already there, then align around that thing

* Should only be “construction” stuff, walls, etc.

Need a wall sprite next – depth of wall should be based on width of floor boards, like four or five deep

The wall sprite then should probably be used by SnapToGrid in PlayerBuild.