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

For terrain:

* Tilemap for ground and so on.
* Sprites may be preferred for things like stairs, doorways, and other objects that require any amount of action.
* When digging a hole, can just generate a sprite at that spot that acts as a gateway to a lower z level (or whatever)

For building:

* Objects need to conform to some type of grid
  + Dynamic snapping to each other is the way to go. Working system implemented.
  + The placement is dynamic against the world, but creates a “snap” effect when detecting an object that was already placed. Planks align to planks, etc.
  + This requires dynamic recognition of the hitboxes.
* Stairs:
  + Big task? Moving up and down stairs needs to allow for multiple and frequent Z-levels. This may define how Z-levels are used overall.
  + Need to reduce opacity of all objects “below” and make them intangible. Then keep track of any new objects that are added, which are made completely invisible when “below.”

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:

6-6-2025:

Worked on better implementing wall snapping and developing a way to dynamically change which prefab is placed when setting down walls. Trying to keep the system universal so other types of walls that use the same footprint could be introduced later.

Next up for build items could be a placeable doorway that allows passage through a wall, and placeable stairs that give access to the next z-level in some fashion.

Also need other material types for the current walls; stone and metal, most likely.

Need to evolve the build menu itself, however. This may include inventory options.

6-5-2025:

Worked further on y-filtering for sprites. NPCs and Player now on same Sorting Layer, which lets them dynamically move around one another. This can be applied for other objects such as terrain.

Planning for dynamic build placements.

Need to update these notes more frequently.

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.