## Object

1. Randomly generate terrain
2. Ability to destroy cube  
   > Multiple type of cube   
   > Destroyable cube  
   > Undestroyable cube
3. Display cube name when mouse hover  
   using : observable mode
4. Turn destroyed cube to item
5. Ability to build cube (use item)
6. Storage system
7. Tools
8. Crafting
9. Enemy with simple AI