Project Proposal:

The project I am planning to make is a sandbox game in which players can use existing elements in the game to create new combinations of the world. I’ll be using panda3D as my module because I would like the game to be 3D.

The game will be in first-person view, so that players can feel that they are in this world.

Player should be able to use his/her left and right hand to carry elements in the game.

Monsters will spawn at a constant rate at random locations, so the main goal of the game is to survive.

The player should have a health bar and a magic bar. Health decreases

Competitive analysis:

Minecraft:

Features that I appreciate:

1. I would like to use a first person view like minecraft
2. I would like the elements in my game to be blocks. (Simpler to construct than polygons)

Anti-features:

1. I don’t want any inventory in my game (since it will be a burden for the program).

Terraria:

Features that I appreciate:

1. Health and magic bar display on the top-right corner of the screen.
2. Light effect is needed in my game

Anti-features:

1. I don’t want any inventory in my game (since it will be a burden for the program).
2. Characters are too small compared to the screen

ARK: Survival Evolved:

Features that I appreciate:

1. Characters have levels and have meaningful level-ups to choose from
2. Great graphics(I’ll try hard, although it’s not part of python)
3. Random loots can be found on map

Anti-features:

1. Heavily rely on cooperation