**Completely Original Block Sandbox Game (COBSG)**

**Introduction**

User will have control of a character in the game. User will be able to interact with surrounding world and break and place blocks of varying strength.

**Description**

The goal of the game is to find the diamonds that only spawns in one spot randomly in the world either in the sky or deep in the ground. But be careful Meanies are coming to kill you so be sure to watch out and kill them first.

The world will auto generate every game with blocks of varying strength (seen by differentiating colors), the time it takes to break a block will be dependent on the type of block the player is interacting with. Broken blocks will be entered into the player inventory and can be placed down. Player can jump up and down. There will be a height limit so the player can’t go up forever and a depth limit so the player can’t dig to China. The total world will be limited to a specified size.

The player will have 100 health and the meanies will have 50 health. Both the player and meanie will do 20 damage to blocks and entities per hit. There will be ‘gravity’, but no fall damage and so the only way to lose the game is by dying to a meanie.

Mobs:

-meanie

BlockTypes:

-Sky

-Leaves

-Dirt

-Rock

-Bedrock (unbreakable)

-Sand

-Diamonds

-Wood

**Concept Art**



**Program Design**



**Timeline**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| May | | | | | | |
| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|  |  |  |  |  | 10. Write Up Finished | 11. Union Free Day |
| 12. Union Free Day | 13. Create Project and initialize classes | 14. 15. Working on creating player and auto generating the world he lives in | | 17. Player Is Created and can move around world | **AP TEST** | 18. Union Free Day |
| 19. Catch Up If Behind | 20. Player Jump + gravity | 20. Blocks are given varying strength | 21. Blocks are given varying strength | 22. Player interaction with blocks | 23. Done w/ Player interaction with blocks | 25. Union Free Day |
| 26. Catch Up If Behind | 27. Baddies given life | 28.  Baddies and player interaction | 29. Baddies and player interaction | 30. Finishing Touches | 31.  Project Is Due | 26. Union Free Day & Celebration |