

TODO Many computer game players like the genre of building games. In these games the player builds buildings and structures using blocks of a fixed size. We find it restrictive and therefore we are dealing with a new concept, unused in current games – *building* from *dynamically scalable* blocks. The goal is to make the player's experience more enjoyable and to speed up the construction of extensive buildings. Since the player can create a lot of new blocks, we are also dealing with *automated inventory management* for the blocks so the player does not waste time searching for blocks to build. These game mechanics have been implemented in the newly created game called TauCetiF2. From the questionnaire that was created to verify the understanding and fun of these mechanics, it turned out that the players like these mechanics. The expected benefit of this work has been fulfilled and we have gained new insights into how these mechanics could be improved.