# No man space design docs

## Minecraft based first person action game

1. Basic operation

W – move forward

S – move backward

A – move left

D – move right

Q – change to pervious block type in bag

E – change to next block type in bag

F – store block in hand into bag

B – open bag

TAB – change tools in hand (change to next number)

Num\_1 open hand, can pick up block, and hold in hand,

if something in hand, will put it at front

if nothing in hand, Q/E will switch to block in hold in hand

Num\_2 fist, can punch a block nearby and destroy

Num\_3 vacuum machine, can suck a block far way and directly store in bag,

can only use when bag is not full

Num\_4 shoot machine, can shoot a block in bag to destroy block far away,

Can only use when bag is not empty, switch block by Q/E

1. Main screen layout

Left top corner – current tool, current block hold in hand/tool

Right top corner – fps/current position/current view direction

Left bottom corner – avatar status (HP, energy etc ),

bag status ( eg. 50/100 half occupied)

1. Menu

Save – save current world

Load – load a saved world

Exit – exit without save

1. Multi player
2. Special weapon (call air strike – fall of blocks) etc.
3. Special blocks

Ladder - can climb and stay on side of the block

Can combine blocks to merge into new blocks (weapons, strong hold)

1. Different blocks have different resistance (how many hit can destroy it, or cannot be destroyed)