CubeEngine

Basic terrain will be blocky with minimum size of 8 blocks per meter and no max size block. A player will be 12 blocks tall 4 blocks wide. A player can step up a .5 meter rise max while any higher will require a jump, which will allow 1 meter vertical travel. Terrain will be axis aligned while some scene objects will be rotated. Blocks will not support texture but instead will follow color schemes based on material type.