Brainstorm

Idea

The game is a 2D sandbox/survival game where you can mine, build, fight monsters and get quests from NPC’s.

Blocks are the main building block of the game and could be anything from a simple plank to an advanced alloy smelter or radioactive waste and would therefore need a lot of methods and properties including but not limited to:

* A property to set or get the unlocalized name of the block
* A method to update the current sprite of the block
* A property to set the type of block (liquid, solid, gas, (plasma)?)
* A method to see if the block is flammable
* A method to return a list of the possible debuffs / buffs from the block (Radiation, burn, hypertonia…)