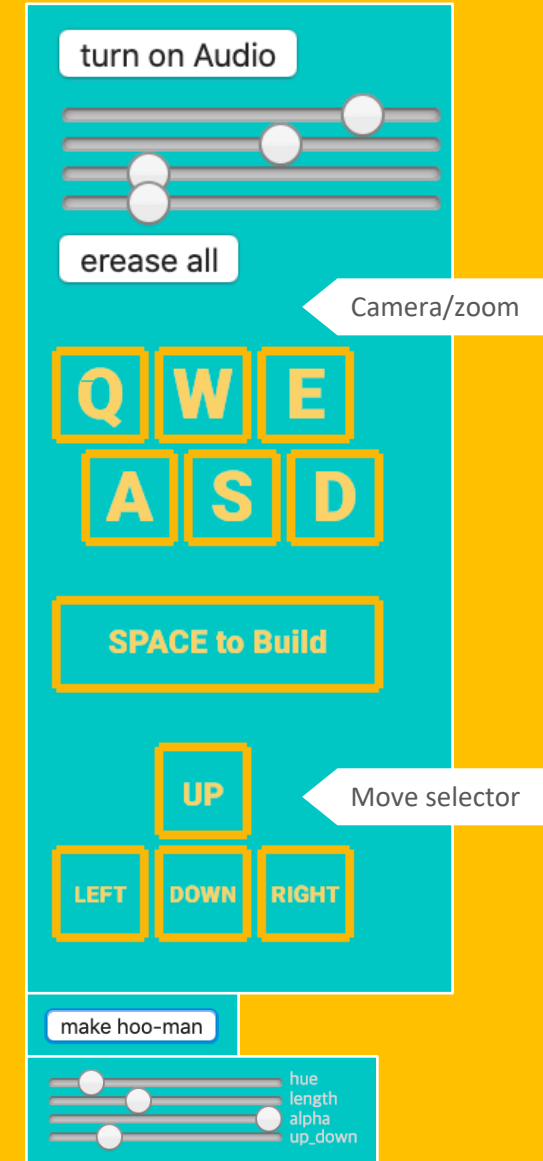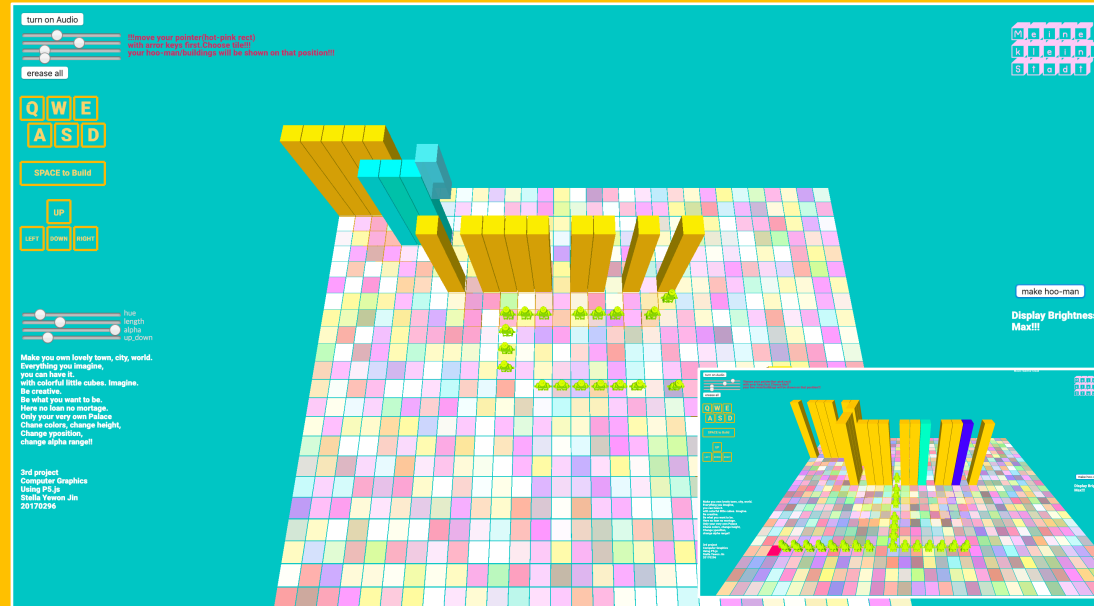# MEINE KLEINE STADT (MY SMALL CITY)

Nomore Random!

Make your own city. You can build your own building with different hue, height, alpha range,
Position. You can also add 'Hoo-man'. Nothing is random. You can precisely select and design your very own city.
I tried not to use random();

Reference1: Crossy Road

The over all design or the color palette is based on the game, Crossy road.
which is very vivid cute and colorful.

Reference2: Minecraft

I wanted a game that resembles minecraft. I wanted to set block where I wanted it to be.

How to play

If you want to chage attributes, use selector and put it under the box that you want to change.

IMPORTANT!! Move you pink rect(the selector) with arrows first. After you set the position for selector, press spacekey to make building or press 'hoo-man' button to make hoo-man

Difuculties

With p5. js, it was difficult to make the cursor to be Raycasting, which you can use in game making programs or three.js. I wanted to select specific building and change it's attribute. But since in p5.js it is difficult to do so with mouse cursor(which means I can't use mouseX,Y position) I had to make a SELECTOR, which will be my cursor on 3D field. This Idea seems simple, but it wasn't easy to implement in code.

turn on Audio

Camera/zoom

Q W E
A S D

SPACE to Build

UP

Move selector

LEFT DOWN RIGHT

make hoo-man

hue
length
alpha
up_down