



This is the rough outline of the layout design I have in mind. The boxes on the left are factory components, from top to bottom: conveyor, mine, combiner, conveyor turn, underground conveyor, and conveyor splitter. I might not include the underground conveyor in the final build, but I included it just in case. The top line is the required order. The bottom left grid item will be the output goal, where completed items will go. The other grid items are mineable elements. When a miner is placed on one and faces an outgoing conveyor, it will periodically place mined items onto the conveyor, which will transport them around the grid. The combiner will accept inputted items on either side, outputting downwards the combined result. In this case, the two mineable elements on the grid are copper and tin, which would produce bronze when combined. The conveyor splitter would take a conveyor input from the top and have two conveyor outputs, one on either side. It would flip between placing inputted items on each side - the first one going to the left, second to the right, third to the left, and so on. The underground conveyor would take items in on one side and take them to a linked underground conveyor in a straight horizontal or vertical line from it. To place a building, the user would select it by clicking on it on the sidebar, then place it on the grid by clicking the respective square. Only miners can be placed on resource nodes, and nothing can be placed on the output goal. Items can be put in it by linking a conveyor going into it. To deselect the item, the user can click it again on the sidebar or right click. To erase buildings, they simply need to be right clicked. Every item should be rotatable to the four cardinal directions by pressing R, rotating them once clockwise each time.

Writing it all down, I'm not sure if I'll be able to implement everything, but I'll do my best to at least get the very basics turned in.