

Calvin

https://youtu.be/qeGUolabfO0?si=kJJ8DxKo-C_ECNUX

My game has the title Adventory. I didn't have enough time to fully implement why it is called such, but it has the factory part. This game was meant to be about adventuring the lands of a world long forgotten, finding remnants and talking to those who remain. But instead, I compacted those into starting with a drill and having access to a shop. The textures may be impossible, given how there is no wood, this was going to be implemented, but having procedural generation would've taken too long or too much computer resources.

The drill can extract three materials, including stone, and 2 minerals, copper, and gold. The first drill is what I find to be cool, as 1 drill is the catalyst to a flourished factory, from desolate lands.

The crusher, intuitively, crushes the ore into crushed variants, this allows the ore to be used, such as for melting in the furnace.

The furnace allows the metals to become ingots, and restore crushed rock to its original state (I wanted rock to work on the crusher and furnace, as it comes from the drill)

The Vault is usually the end goal of any factory, I wanted as seller to be a separate block, but then it would be unnecessary, given that the vault and seller would do the same thing, but the seller can't withdraw, and the vault can't have foreign inputs. the vault allows an Item input to be sold at a price saved in a JSON file, the prices may eventually be manipulated like a market by other players or yourself.

Similar to the vault, we have the Chest, the chest allows you to place items into it, and retrieve them. This allows a cleaner factory and work environment, especially if someone wanted to make an "Everything Machine" (a machine that produces every item possible in the game).

The conveyor is a self-explanatory tile, I did give it 4 variations, so you can upgrade it if you want, like more capacity or speed. However, I did not get time to implement this, but the files and textures still exist. It does appear in the video, to show the future possibilities, but can't be made, besides modulating the inventory manually.

Tile Mode. When Pressing "T", you enter a mode in which you can place and remove tiles. You cannot interact with the rest of the game, though. I have characterized this with a blueprint texture, with tiles being a lighter blue, representing the tiles being new for the blueprint, and to indicate that the player can interact with them. The conveyor is grey, as it could have been upgraded, so I made a way to tell between them. This mode also allows you to buy the Tile Starter, which, given the correct resources, allows you to make any tile. This is a world to make anything from nothing, so do it.