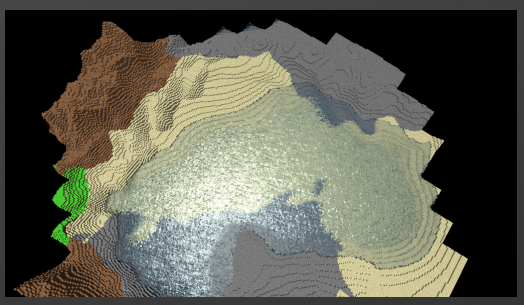
Voxel World

COMPUTER GAME

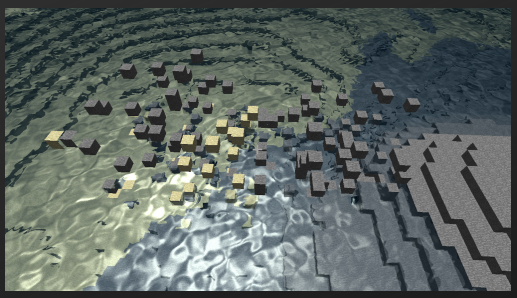
Voxel-World is a computer game that uses procedural infinite landscape generation technique. Meaning that world is divided into chunks which are generated algorithmically as player flies around in the world. Voxel-World is implemented in Java programming language using OpenGL api for 3D rendering.



World consists of cubes and is fully modifiable. Currently there are five types of usable blocks: dirt, grass, sand, stone and water. Player can place these in the world and create different structures. Removing blocks is also an option.

Another cool feature is realistic looking water with reflections and waves. Transparency is related to the angle that player is currently looking at water.

Number of issues remain to be solved. Such as memory management optimizations and concurrency related problems. Future plans involve NPC-s, foliage and inventory system. Adding option menu to currently existing main menu and pause menu is another functionality that needs implementing.



https://gitlab.com/theOnlyMarksam/voxel-world

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