

Role Block



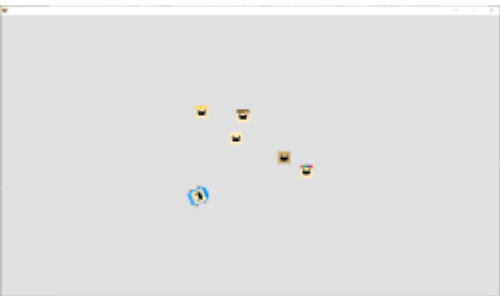
Development Lifespan	2016
Initial Release	2016
Game Engine	Gamemaker 8.1
Developer	Mooshimity Ltd.

This is an article of one [Brick Hill](#) Development era. If you want to take a look on other development era, please refer to [Development Eras](#) article.

Role Block is the earliest prototype of sandbox game [Brick Hill](#), originally released in Late 2016 by brick-luke on Mooshimity forums. Role Block had two releases.

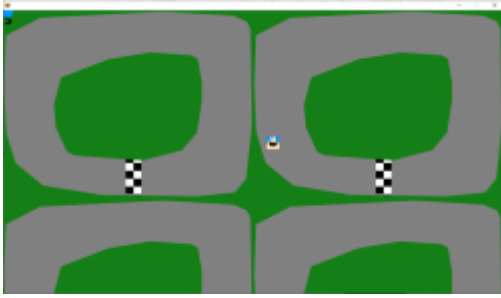
Game folders

"game_test"



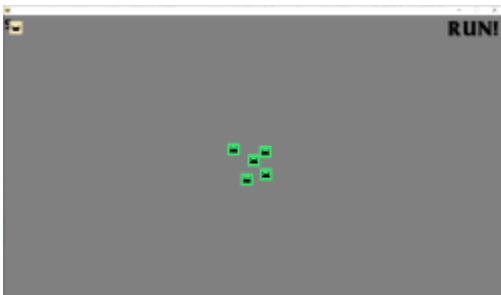
game_test is likely a technological demo for the engine, written by brick-luke.

"game_race"



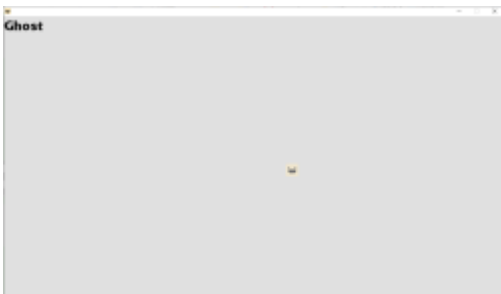
Ditto, except it was probably meant to be for car object testing.

"game_run"



game_run is about running from zombies while you have 5 lives.

"game_classic"



game_classic is likely a technological demo, too.

"game_luke" (3D release exclusive)



game_luke, also known as Luke's Game is about running over random people with your car.

Release features

- No multiplayer
- 2D release can be started via `game_test` only, because it's the only folder in game's release, though incompatible 3D release games can be played fine with this client.
- 3D release can be started via `game_luke` only, because other games don't have the `draw.txt` file to be executed by the game's code.

Controls

- W,A,S,D - Up, down, left, right.
- Shift - Crawl (3D Release exclusive).
- Space - Exit the car.

3D Release oddities



It seems like that the codebase of 3D Role Block release was the main codebase until the first full rewrite by brick-luke in 2017, because of how differently 3D initialization works. In Early 2017 Brick Hill workshop, the game's code creates `obj_environment` for environment initialization while also initializing `GMNewton` for physics capabilities. While the 3D Release of Role Block does it via `system_player` object:

```
/// Create event
//Initialize 3D
{
friction = 0.2;
d3d_start();
d3d_set_hidden(true);
d3d_set_lighting(false);
d3d_set_shading(true);
d3d_set_culling(false);
draw_set_color(c_white);
d3d_set_perspective(true);
d3d_set_fog(false,c_black,10,100);
texture_set_interpolation(false);
zdirection = -3;
}

/// Draw event
//3D draw
d3d_set_projection(x,y,global.playerz,x+cos(direction*pi/180),y-
sin(direction*pi/180),global.playerz+tan(degtorad(zdirection)),0,0,1);
```

```
//Draw floor
if global.pause = 0
{
    draw_set_color(c_white)
    draw_set_alpha(1)
d3d_draw_floor(-1000000,-1000000,0,1000000,1000000,0,background_get_texture(
background_floor),1000000/background_get_width(background_floor),1000000/bac
kground_get_height(background_floor));
}
```

Though the 3D Release requires the draw.txt file to draw a system_brick object, it may be misinterpreted as a floor drawing procedure.

Links:

- [Role Block 2D Release](#), thanks to MemoryArchive for this release.
- [Role Block 3D Release](#), grabbed from blocky's Brick Hill client archive.

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