

Role Block

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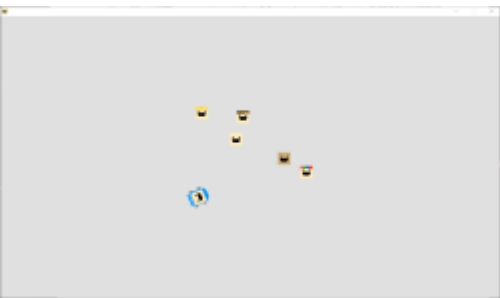
Development Lifespan	2016
Initial Release	2016
Game Engine	Gamemaker 8.1
Developer	Mooshimity Ltd.

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.

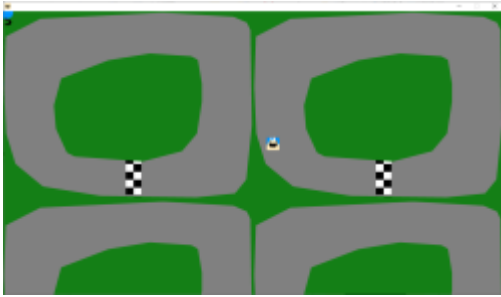
Game folders

"game_test"



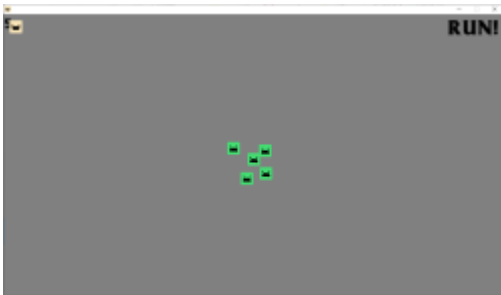
game_test is likely a technological demo for the engine, written by brick-luke.

"game_race"



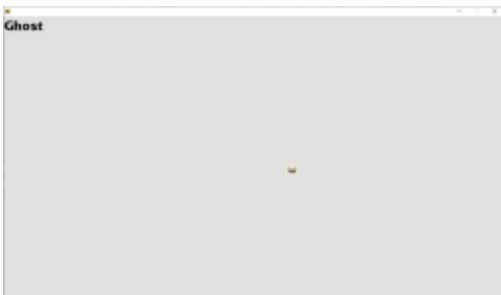
Ditto, except it was probably meant to be for car object testing.

"game_run"



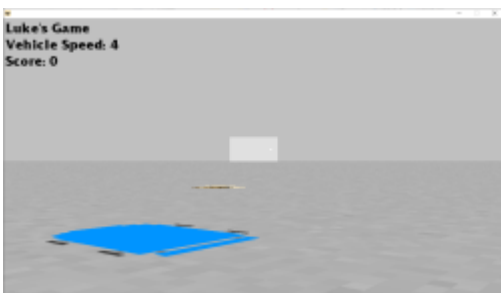
game_run is about running from zombies while you have 5 lives.

"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.
- Shfit - Crawl (3D Release exclusive).
- Space - Exit the car.

Example Game Structure

```
- game folder (eg: game_nut):  
-- system_map (3d exclusive directory)  
--- draw.txt  
-  
-- system_player  
--- function.txt (can be empty)  
--- player.png  
-  
- background_nut.png (defined in settings.txt file)  
- gamemode.txt (creation event?)  
- gui.txt (what to draw)  
- settings.txt (game settings)
```

Script examples:

gamemode.txt:

```
while vehicle != 1  
{  
    instance_create(room_get_width/2,room_get_height/2,system_vehicle)  
    vehicle += 1  
}
```

gui.txt:

```
if (global.player_lives > 0)  
{  
    draw_text(2,2,global.player_lives)  
}
```

settings.txt:

```
//Control Game Settings Here
global.player_walkspeed = 4
global.player_spawnpoint_x = room_width/2+random_range(-100,100)
global.player_spawnpoint_y = room_height/2+random_range(-100,100)
global.player_lives = 5
global.background = "background_race.png"
global.ai = ""
global.vehicle = "racecar"
```

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.

Though the 3D Release requires the `draw.txt` file to create 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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Last update: **2026/03/26 11:49**

