

Blastronaut editor testing

The aim of this form is to guide you through the process of creating templates and asking your feedback about different aspects regarding that process.

The link to the Blastronaut game and manual: <https://drive.google.com/file/d/125HV-JaZ0gsNb5sYh4dJvADBcG3cbrV0/view?usp=sharing>

Download the game and start working through this form.

The name and photo associated with your Google account will be recorded when you upload files and submit this form.

Not **silverspitson42@gmail.com**? [Switch account](#)

* Required

Preparations

The first objective is to familiarize yourself with the menu and the GUI elements.

You can move the camera around with the WASD keys. Use this to explore the world.

From the main menu, press the "Editor" button to get to the editor screen. You may try moving around the editor menu yourself but there will be a step-by-step guide on how to create templates below.

How well did you understand the editor? *

	1	2	3	4	
Completely	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Not at all

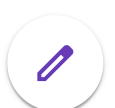
Creating a chunk

Below is a screenshot depicting the steps needed to create a chunk (for a bigger image, right click on the image and open the image in a new tab).

The steps are as follows:

1. Select the "Chunk" tab on the top.
 2. Create a new chunk by clicking the plus button on the left of the screen.
 3. Name the created chunk on the right of the screen.
 4. Select a block from the list.
 5. Using the left mouse button, draw the blocks into the red rectangle in the middle of the screen.
- Deleting blocks is done with the right mouse button.

Try and make an interesting chunk.





Special blocks

There are three special blocks in total. Below is a screenshot of them. Two of the special blocks are under the "spec" or "special" category. The third one can be found under the "back" category.

Block nr 1 is called "generated". During map generation, a random block is put instead of it.

Block nr 2 is called "default". During map generation, a random block can be put in its place or it can be left empty.

Simply put, "generated" will always be some random block but "default" can leave it empty, based on the map generation algorithm.

Finally, block nr 3 is called "defaultBack" and it is a block placed on the background of the chunk. This block is replaced by a random back tile.





Make a chunk using the special tiles

Now create another chunk that uses the special blocks.

How easy or hard was it to make the chunk? *

	1	2	3	4	
Very easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very hard

Explain your previous answer. Which problems did you encounter during the process?

Your answer



Creating a master template

Below is a screenshot depicting the steps needed to create a master template (for a bigger image, right click on the image and open the image in a new tab).

1. Select the "Master Chunk" tab at the top.
2. Create a new master template by clicking the plus button on the left of the screen.
3. Name the created master template on the right of the screen.
4. Select a chunk from the list. You must make the chunks before they appear here.
5. You may flip the selected chunk horizontally or vertically and also rotate by 90° steps between -180° and 180°.
6. Using the left mouse button, draw the chunks onto into the red rectangle in the middle of the screen. Deleting chunks is done with the right mouse button. You can move the camera with the WASD keys.

Try creating an interesting master template. You can always go back to the "Chunk" tab to create more chunks for your master template.



How easy or hard was it to make the master template? *

	1	2	3	4	
	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Very easy					Very hard



Explain your previous answer. Which problems did you encounter during the process?

Your answer

Summary

You have now created a master template. To see it in the world, go back to the main menu by clicking the "Back" button in the bottom left corner of the editor or pressing the ESC key. You can move the camera around with the WASD keys. Try and find your master template in the world. You may also try making more of them, if you wish.

How easy or hard was it to use the editor overall? *

	1	2	3	4	
Very easy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very hard

Explain your previous answer. Which problems did you encounter during the test?

Your answer

Did you achieve the desired result? Were you able to create the template you envisioned? *

- ☐ Exceeded my expectations.
- ☐ Looked exactly how I imagined it.
- ☐ Mostly resembled my idea, but not exactly.
- ☐ Barely resembled my idea.
- ☐ Did not look similar at all.
- ☐ Wasn't able to create a template.



Would you use this editor to create new content for the game? *

- ☐ Absolutely
- ☐ Most likely, yes
- ☐ Probably no
- ☐ Definitely not
- ☐ Other:

Would you share the template you have made with your friends? *

- ☐ Absolutely
- ☐ Most likely, yes
- ☐ Probably no
- ☐ Definitely not
- ☐ Other:

After completing the tasks, how well did you understand the editor? *

	1	2	3	4	
Completely	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Not at all

Do you have any other comments?

Your answer



What would you improve about the editor or the template system?

Your answer

Please upload your templates folder here as a zipped package. The folder will be at C:\Users*your username*\AppData\Roaming\Godot\app_userdata\Blastronaut\templates. To navigate to the AppData folder type "%appdata%" into the Windows Search.

 Add file

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