

Many computer game players like building games. *Minecraft* and *Space Engineers* are probably some of the most popular, to name just a few. In these games, the player builds buildings and structures using blocks of a fixed size. We find it unnecessarily limiting and therefore we come with a new concept, not used in current games – *building* from *dynamically scalable* blocks. The goal is to make player’s experience more enjoyable and to speed up the construction of extensive buildings. Since the player can create a lot of new blocks, we are also dealing with *automated inventory block management* so the player does not waste time searching for most suitable blocks to build. These game mechanics have been implemented in the newly created game called *TauCetiF2*. To develop our game, we chose *Unreal Engine*, thus we could use speed of C++ and also friendliness of a *Blueprint* technology. Through a sophisticated combination of these approaches we have achieved a fast and effective development of the game. We received positive feedback from players on these mechanics from the questionnaire that was created to verify proper understanding and fun of the game. The expected benefit of this work has been achieved and we have gained new insights into how these mechanics could be improved.