

MINECRAFT STYLE GAME

Build Prompt Template

A short, reusable prompt for generating a Minecraft-style voxel world, reskinned to any brand — designed to be used with Fable.

Fill in the **[bracketed fields]** with your own values, then copy everything in the box below and paste it into Fable in one go.

The build prompt

Build a Minecraft-style voxel game called **[GAME NAME]** as a single self-contained HTML file using three.js from a CDN. No setup, no assets, no server — just open it in a browser.

First-person voxel world: walk, mine blocks (left click), place blocks (right click), WASD to move, mouse to look (pointer lock), Space to jump, Shift to sprint. Gravity and collision. Crosshair in the center.

Style it in the **[BRAND NAME]** brand: primary color **[#PRIMARY]**, glow **[#GLOW]**, dark **[#DEEP]**, near-black **[#NEAR_BLACK]**, light text **[#TEXT]**, accent **[#ACCENT]**. Use **[DISPLAY FONT]** for headings and **[BODY FONT]** for body, from Google Fonts. Dark, cinematic mood — gradient sky, soft fog, glowing point lights. Not flat default Minecraft.

Procedurally generated terrain with chunked rendering for 60fps. Six block types, each a named brand color: a near-black bedrock, a dark stone, a solid **[#PRIMARY]** brand block, an emissive glow block, an **[#ACCENT]** reward block, and a light block. Scatter glowing blocks and reward clusters underground.

HUD: bottom hotbar with all 6 blocks (keys 1–6 and scroll to select, active slot highlighted in **[#PRIMARY]**), a “**[GAME NAME]**” wordmark top-left, and small control hints.

At spawn, build a tall glowing landmark called “**[LANDMARK NAME]**” so every world has a recognizable feature.

Add particle puffs when blocks break. Make it responsive and put all brand colors as tokens at the top of the code.

Quick-fill checklist

Decide these before you paste:

Field	Your value
[GAME NAME]	
[BRAND NAME]	
[#PRIMARY] (brand)	
[#GLOW] (bright)	
[#DEEP] (dark)	
[#NEAR_BLACK]	

Field	Your value
[#TEXT] (light)	
[#ACCENT] (reward)	
[DISPLAY FONT]	
[BODY FONT]	
[LANDMARK NAME]	

Tip: keep your colors high-contrast against the dark sky so blocks read clearly on video. One emissive glow color does most of the cinematic work.