

Forum:[Hack Forums](#)

Thread: [Forester: Game Alpha demo - Making it with Codex for Mac \(Web Based / HTML/JS\)](#)

Hackers - February 21, 2026, 4:51 pm

PLAY HERE:

<https://play-forester.vercel.app/>

[Video: https://www.youtube.com/watch?v=6r9IZVc_LLA]

This is a game I am making with Codex for Mac using HTML/CSS/JS. It's a simple game where you can cut down trees, mine rocks for ore, and collection materials to create potions. You unlock new potions and abilities based on what you have crafted and what you have used. I am working on a new system similar to Cauldron that is called Builder's Block. You can create a brew stick to increase potion vials per craft, you can create a wand to decrease the mat cost of your combat spells, and you can create an ore prospector to increase chances of finding ores!

I will add tier II & III for every spell, potion, ability, and item in the game. After that I will work on the install & save game progress UI/UX and data. This will be single-player client-only, completely local to each player to conclude alpha. If you die, you are dead. But I will make sure pause game is possible.

If I decide to continue this game past alpha, I will create different areas with diff environment and monsters. I will then create day & night mode for more aggressive enemies at night.

Right now the map is procedural but in post-beta, it could be a less randomized map.

It's a mix of adventure, skilling, questing, crafting, and combat. I set it up so you can easily create safe areas if you don't want to fight, and right now the enemies won't follow you forever so you can survive quite easily. I would consider creating difficulty scaling & modes later, or even some sort of leveling system to bring in harder enemies.

casperr - February 21, 2026, 5:43 pm

Looks good, What's the plan for the game? Are you thinking about releasing it to people, or is it just for fun?

Hackers - February 22, 2026, 6:18 am

(Feb 21, 2026 06:43 PM)MKacc Wrote: [\[CITE\]](#) Looks good, What's the plan for the game? Are you thinking about releasing it to people, or is it just for fun?

Just for fun, I wanted to create a game that my wife would love, and this is it. Mix of casual gameplay with some gathering, skilling, and combat