



ft\_minecraft

pimp my world

*Summary: ft\_vox but harder*

*Version: 1*

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# Chapter I

## Preamble

Mojang Studios is a Swedish video game developer based in Stockholm. It was founded by the independent video game designer Markus Persson in 2009 as Mojang Specifications for the development and release of Persson's sandbox and survival video game minecraft. The studio inherited its name from a previous video game venture Persson had left two years prior. Following the game's release, Persson, in conjunction with Jakob Porsér, incorporated the business as Mojang AB in late 2010 and hired Carl Manneh as the company's chief executive officer. Other early hires included Daniel Kaplan and Jens Bergensten.

minecraft became highly successful, eventually the best-selling game of all time, giving Mojang sustained growth. With a desire to move on with the game, Persson offered to sell his share in Mojang, and the company was acquired by Microsoft through Xbox Game Studios (then known as Microsoft Studios) in November 2014. Persson, Porsér, and Manneh subsequently left Mojang, with Jonas Mårtensson replacing Manneh. In May 2020, Mojang was rebranded as Mojang Studios.

As of 2021, the company employs approximately 600 people. Executives include chief executive officer Mårtensson and studio head Helen Chiang. Apart from minecraft, Mojang Studios has developed Caller's Bane, a digital collectable card game, Crown and Council, a turn-based strategy game, and the dungeon crawl game minecraft Dungeons. It also released various smaller games as part of game jams organised by Humble Bundle.

In 2011, Persson and Kaplan envisioned a hybrid of minecraft and Lego bricks and agreed with the Lego Group to develop the game as Brickcraft, codenamed Rex Kwon Do (in reference to the film Napoleon Dynamite). The game has also been described as a first-person shooter. Mojang hired two new programmers to work on the game, while a prototype was created by Persson. However, Mojang cancelled the project after six months. Upon announcing the cancellation in July 2012, Persson stated that the move was performed so that Mojang could focus on the games it wholly owned. Daniel Mathiasen, a Lego Group employee at the time, later blamed the cancellation on a series of legal hurdles that the Lego Group had put in place to protect the product's family-friendly image. Kaplan lamented that the staff at Mojang had felt more like consultants on the project, rather than its designers. The Lego Group also considered acquiring Mojang at this point but later decided against doing so as they had not foreseen that minecraft would become as popular as it would at one point be.

# Chapter II

## Introduction

This project is the logical continuation of ft\_vox.

But ft\_minecraft will be way more advanced, especially on the Procedural Generation part, and the beauty of the result.

You will also do a bit of network, to allow multiplayer.

# Chapter III

## Objectives

This project will focus on two major aspects :

- Advanced Procedural Generation with different biomes, vegetation, river, 3d clouds, ores in cavern, ..
- Advanced rendering effects (lightings, shadows, ssao, etc...)

# Chapter IV

## General instructions

- You're free to use any language, but keep an eye on its performances. (If you can't choose, c/c++/rust are suggested).
- You can use Vulkan, Metal, WebGPU or OpenGL/CL for your GPU calculations. You cannot use a library to do the work for you.
- You can use a library to load pictures, a windowing library, a sound library and a mathematics library for your matrix/quaternions/vectors calculations. You must not push them in your repo. Instead, you must write your own download/install scripts.
- Using libraries to create noise or whatever technique to create the terrain or biomes is completely **forbidden**. You MUST re-code everything.
- The render should always be SMOOTH, meaning a strict minimum of 25 fps is expected (on a i5 3.4 GHz, 8 GB, Radeon Pro 570 4 GB or similar specs).
- Any crash (Uncaught exception, segfault, abort ...) will disqualify you.
- Your program will have to run at 1080p or higher. Reducing the default frame buffer is prohibited.

# Chapter V

## Mandatory part

### V.1 The world

The world must be generated on demand.

You should be able to visit through atleast 5.000.000 cubes on the XZ axis.

You're free to manage as you like how exceeding the limit is handled (*invisible wall to keep the player from moving, mirror the world...*)

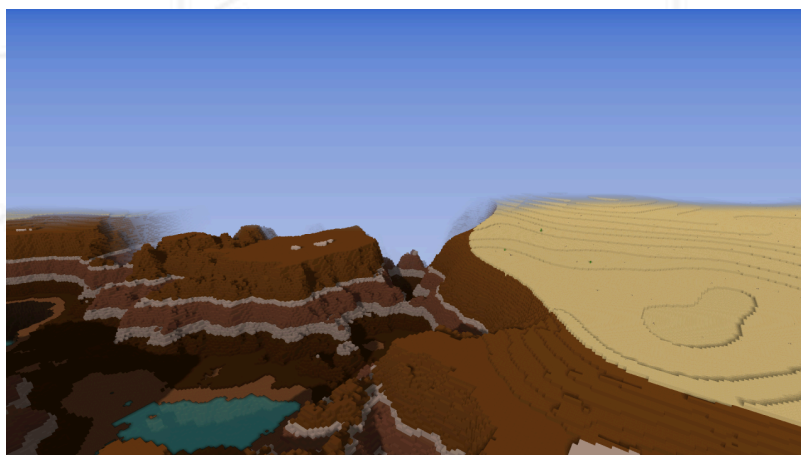
The whole world cannot share the same terrain elevation, you must have mountain/-canyon/island biomes where the terrain is different from other biomes.

You must have a minimum of 5 biomes (*ex: Mountain, Desert, Canyon, Swamp, Sequoia forest, Island, Savanna, ..*).

A biome is a region with unique geography, terrain elevation, vegetation and other characteristics.

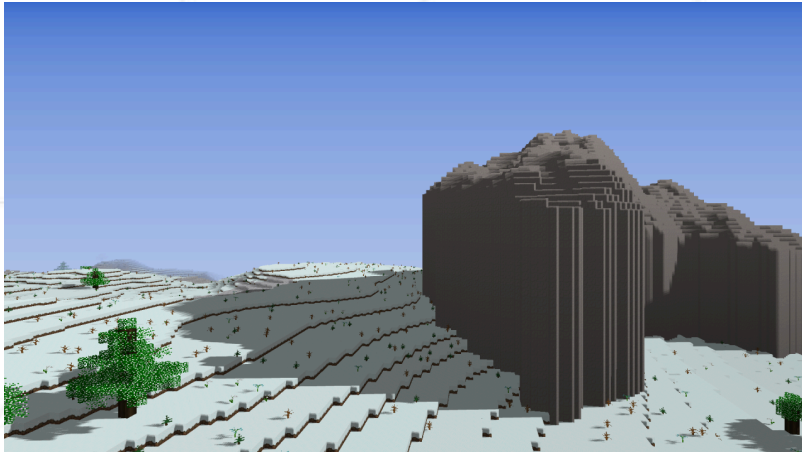
Each biome must feel really unique.

You can take as an example the biomes featured in minecraft game.

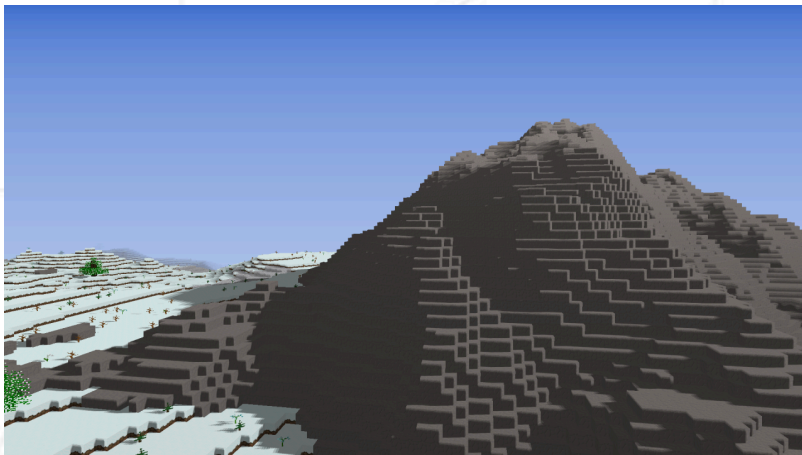


*Here are two biomes. A Canyon next to a Desert*

The transition between the biomes must be clean, by that we mean that the terrain must be laid out in a way that feels natural and progressive (*see example below*).



This is **wrong**



This is **right**

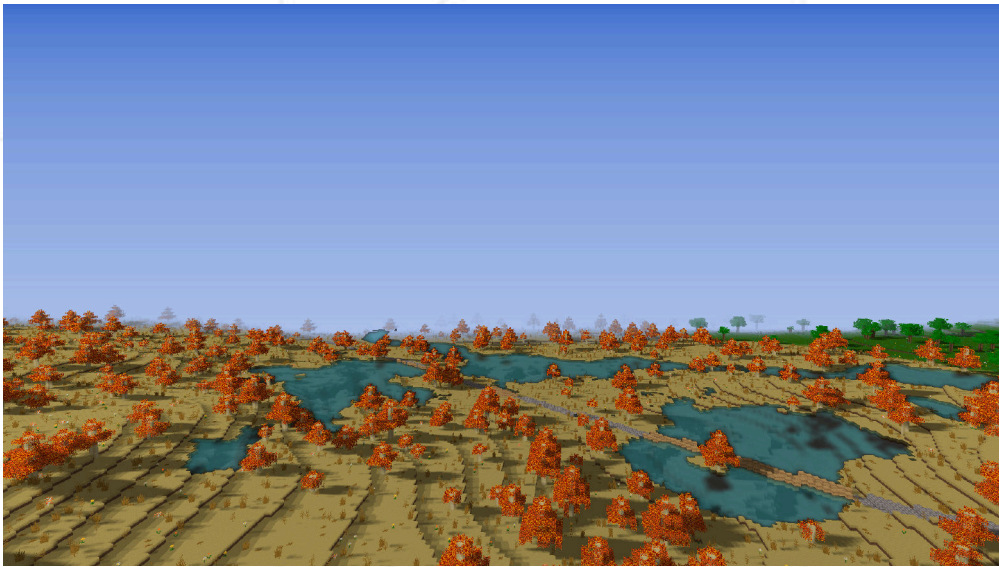
There must be small plants / flowers / mushrooms scattered around the world, as well as procedural trees (*trees/leaves must be blocks like others. You can't just load some 3d .obj and change their scale. There has to be multiple parameters involved in their generation (shape, height, width, leaf density, etc..)*).



Here are Jungle trees next to Hill trees. Both are different in shape, but each individual tree is also unique.

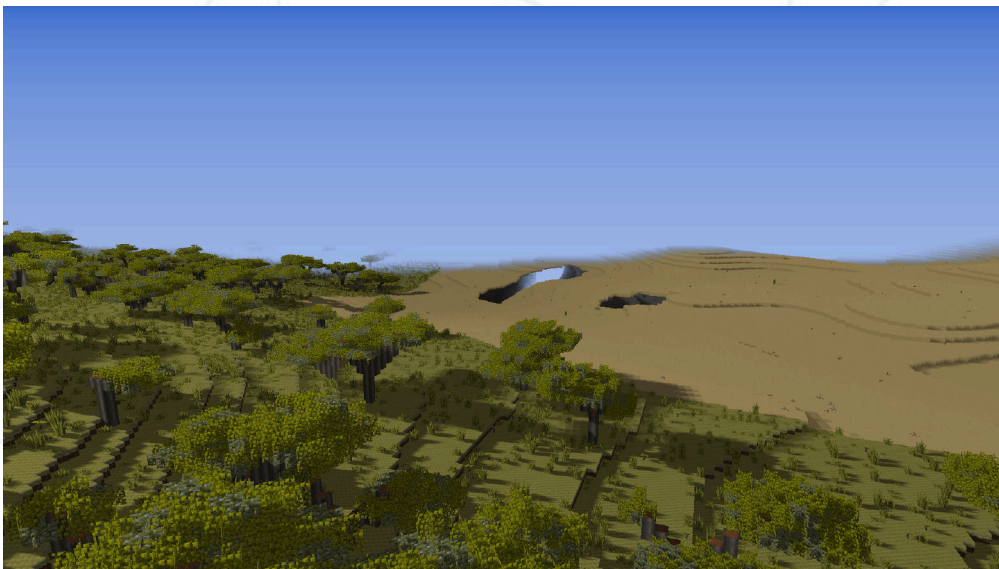


There must be lake and rivers running around the world.



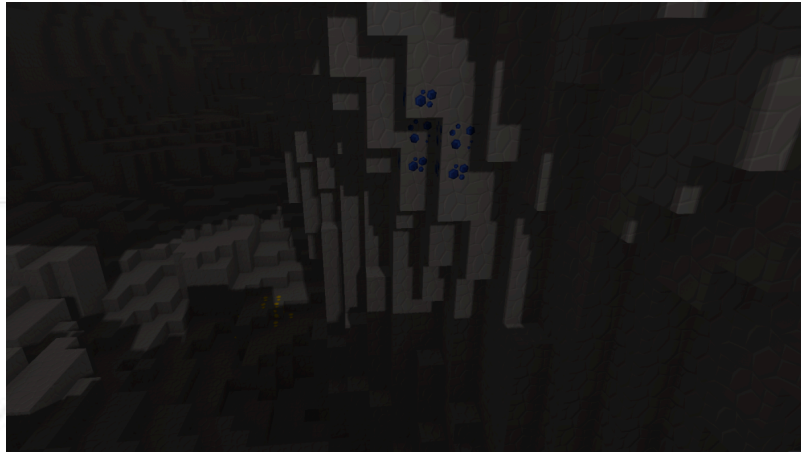
Lake and river, with a road/bridge passing through (*road/bridge isn't required*)

Cave with natural entry formation, accessible from outside. A player should be able to see them and access them without digging.



*natural cave entrance*

Realistic caverns (wormhole), not just a simple 3d noise.  
The caves must be filled with chunks of rare ores, such as gold, diamond..



*There must be clusters of ores just like in minecraft. Not a simple probability on each block.*

Monsters (creepers / zombies) that chase you when you get close.

3d clouds around the world, it can either be some type of block with no interaction possible (only visual) or some shader.

You can pick up blocks after destroying them (just like in minecraft) and place them wherever you want.

Destroyed/placed blocks must be persistent, meaning even if you unload the chunk, and reload it after, the modifications should still be there.

## V.2 Graphic rendering

You will need to implement everything that was asked in ft\_vox, but better.

Differences from ft\_vox :

- The minimal render distance increases from 160 to 260
- You can use a skyshader instead of a skybox, if you want

But now you're getting good, to challenge you, we ask you to implement the following :

- Directional lighting
- Shadows
- SSAO (ambient occlusion)
- Transparent water
- Far distance fog



Be careful, your FPS should never get under 25.



If you want your render to be smooth, you should manage the workload so that it is equally shared between the CPU and GPU.

## V.3 Camera

If we can move, that would be cool.

The keyboard should allow you to move forward, backward, strafe right, left, according to the camera.

You will also need a key to jump and run.

The mouse should allow you to turn 360 degrees on the Y axis, and look up and down.

The camera speed should be set to around 1 cube per second when walking, and 2 cubes per second when running.

You can press a button to toggle fly-mode, and your "running" speed should be x20.

## V.4 Sounds

There must be multiple ambient musics. Each biome must have its own theme, and the transition between them must be smooth. The music should not change brutally from one theme to another.

The players as well as the monsters must have sounds for when they walk, attack, swim...

The sound's volume should be reduced according to how far they are from the player.

## V.5 Multiplayer and server

You don't want to feel lonely in such a big world, you'll need friends, that's why you will need to make your world multiplayer.

At least 4 players can join your server.

You should be able to see them in the world, and doing pretty much any actions (animation, destroying blocks, and dying from some weird monster).

All modifications of the world (destroying / adding blocks) must be synced between all players, and saved. Entities must be synced aswell.

You're free to handle the server-side as you want, meaning you can procedurally generate the world on the server then dispatch it to the clients, or each client will generate the world and sync it with the other players modifications.



Be careful, each methods has its own pros and cons, think about it carefully

## V.6 Interface

A player have access to simple informations.

FPS, triangles, cubes and chunks count must be displayed on-screen with a key toggle.

A list of all connected players must be displayed on-screen with a key toggle.

## V.7 Other

Because we're getting closer to a real game, you will also need some basic functionalities :

A simple gravity system that takes collision with the blocks into account (obviously, the water should not be collidable).

Being able to swim and dive, you're free to decide if you want the player to have their velocity slowed down when they're in the water.

Adapt your visual rendering when you are under water (color filter and/or reduced visibility).

Very simple animation (minecraft-like, as simple as what's asked in humangl) for walking / attacking.

## V.8 Summary

- A big world (at least 5.000.000 blocks that can visited) and a big render distance (minimum of 260).
- An intuitive camera, with a fly-mode.
- Advanced rendering with directional light, shadows, ambient occlusions, fog and sky.
- Simple collision, gravity and animation engine.
- An advanced procedural generation that gives you 5 unique biomes.
- Clouds and rivers.
- Monsters or animals roaming around the world, that can be attacked.
- Destructible and placeable blocks.
- Multiplayer.
- Sound engine.
- Some debugging informations (FPS, triangle count...).

# Chapter VI

## Bonus part

Possibilities are huge, here are some examples :

- Procedurally generated villages
- Crafting system
- Minecraft water (water that try to fall and spread when possible)
- Growing plants (from seed)
- Bow and arrow similar to minecraft
- Nether portal that actually teleport you in the nether
- Cross-Platform (Mac, Windows and Linux must be supported)
- Stereo sounds
- An online interface to navigate the world map (like minecraft addon Dynmap)

# Chapter VII

## Turn-in and peer-evaluation

As usual, turn in your work on your repo GiT. Only the work included on your repo will be reviewed during the evaluation.

You must push every assets necessary for project to be runnable on the school dump, within a reasonable size.

If your assets take more than 42 Mb you must have a script that download them or copy them manually.