Fantasy in MDA Framework is referencing the make-believe world that is created by using a game. This make-believe aspect is proven by Minecraft because of the large, open world with the ever-expanding lore and story behind every creature and being in the randomly generated world the player spawns in.

From the early days of the game where to defeat the “ender dragon” was the biggest achievement, aptly names “The End”, whereas the game has grown enormously since then. Developers have added countless more mobs, both hostile and friendly, that add to the fantasy story behind this game. Players are left to discover ruins of ancient buildings, ships and temples and it is up to their imagination as to who or what created this. When fighting creatures and hostile beings, the player is left to wonder how did they end up in this world and what does this mean when it comes to the fictional story that is this world.