

Genetic Selection (Minecraft Mod)

Vision

The "Genetic Selection" mod aims to bring a new layer of depth and customization to Minecraft by allowing players to influence the traits of mobs through selective breeding. By simulating the principles of evolution and natural selection, this mod introduces a dynamic system where the offspring of mobs inherit traits based on their parents, with each generation offering new possibilities. Players will be able to selectively breed mobs for desirable traits such as speed, health, and size, mimicking real-world genetics. The randomness of inheritance is balanced by player interference, giving users the power to shape the genetic future of their creatures. In addition to manipulating existing traits, the mod will introduce new, custom properties that enhance gameplay, such as the size of body parts and other unique characteristics. "Genetic Selection" not only enriches the in-game experience but also provides an engaging simulation of evolutionary processes in a sandbox environment.

Stack

- **Java**
- **Fabric**
- **Gradle**
- **Git**
- **JSON**
- **Mixin**

Goals

1. Allow full customization of mob properties through selective breeding, enabling players to influence traits such as speed, health, and size.
2. Add new, customizable properties to mobs that aren't normally found in Minecraft, such as body part sizes and unique traits like jump height.
3. Make the simulation dynamically run, simulating the real life evolutionary process.
4. Alter every attribute of every mob in Vanilla Minecraft. Once finished, add new mutative entities.

Milestones

Milestones for September

- Learn how to mod Minecraft
- Create a framework for our mod for every mob edit.
- Get everyone set up with Fabric
- Document process and split roles

Milestone for October

- Work on framework for our mod

- Complete framework and start the main code for mob properties and custom mob breeding

Milestone for November

- After main framework and code is done, make everything run dynamically in a global scale (world).
- Add fancy additions like mutations

Milestone for December

- Complete functional demo of selective breeding and natural selection evolution in our Minecraft Mod.
- Prepare RCOS presentation

Current Team Members

- jiangt5@rpi.edu (Project Lead)
- lia12@rpi.edu
- mabasam@rpi.edu
- linw12@rpi.edu