# Oldblock Edition Development Roadmap (MCPE 0.1.0 → 0.16.x)

## Update 0.1.0

Blocks:

- ~36 total basic blocks including stone, dirt, wood, leaves, glass, wool (16 colors), glowstone, TNT (not functional), water, lava, bedrock.

Items:

- None — Creative-only, no tools, weapons, or crafting.

World Changes:

Finite world (256×256×64). Flat-ish terrain with trees and small water/lava pools. No biomes, no caves, no structures. Permanent daylight. This version was purely a sandbox for building.

## Update 0.2.0

Blocks:

- No major new blocks.

Items:

- Survival mechanics introduced. Player health added. Blocks now dropped items.

World Changes:

Still finite. Day/night cycle introduced. Mobs: Zombies (hostile) and Sheep (passive). First step toward gameplay beyond Creative mode.

## Update 0.3.0

Blocks:

- Beds (to skip night).

Items:

- Crafting (2×2 grid). Bow and arrows added, crafted using string and sticks.

World Changes:

Finite. Added caves and expanded ore generation. Skeletons and spiders spawned in dark areas, making caves more dangerous.

## Update 0.4.0

Blocks:

- Chests, farmland, seeds, TNT now functional, beds fully implemented.

Items:

- Arrows usable, bone meal introduced.

World Changes:

Finite. Added Creepers. Introduced Nether Reactor Core to simulate Nether, producing mobs and items in-world.

## Update 0.5.0

Blocks:

- Paintings, stone brick variants, slabs, pumpkins, melons.

Items:

- No major new items but melons were food sources.

World Changes:

Finite. Nether Reactor produced zombie pigmen. More decorative blocks expanded building variety.

## Update 0.6.0

Blocks:

- Signs, sandstone, more slabs and stairs.

Items:

- Armor sets (Leather, Iron, Gold, Diamond).

World Changes:

Finite. Height limit increased to 128. Ores expanded further. Survival became closer to PC edition.

## Update 0.7.0

Blocks:

- Fences, fire.

Items:

- Buckets (water, lava, milk), spawn eggs, flint and steel.

World Changes:

Finite. Realms beta added multiplayer. Flowing water/lava could now be placed using buckets.

## Update 0.8.0

Blocks:

- Minecarts, rails (normal, powered, detector), carpets, iron bars, redstone ore, lapis ore.

Items:

- Minecarts as items.

World Changes:

Finite. Major lighting overhaul improved visuals significantly. First step toward PC parity with minecart mechanics.

## Update 0.9.0

Blocks:

- Villages, caves, ravines, strongholds, mineshafts generated naturally.

Items:

- None new but exploration loot appeared in generated structures.

World Changes:

Infinite worlds introduced. Biomes (plains, deserts, jungles, forests, swamps). Old finite worlds still selectable. This was the single biggest world generation update in MCPE history.

## Update 0.10.0

Blocks:

- Mossy cobblestone, new fences/gates.

Items:

- None notable.

World Changes:

Infinite + Old. Added swamp biome coloration. Visual overhaul with new lighting and fog effects.

## Update 0.11.0 / 0.11.1

Blocks:

- No major new blocks but water gameplay expanded.

Items:

- Fishing rod, fish types (cod, salmon, clownfish, pufferfish).

World Changes:

Infinite + Old. Oceans became more alive with squids and fishing gameplay.

## Update 0.12.0

Blocks:

- Nether blocks (netherrack, soul sand, quartz, nether brick), brewing stand, enchanting table.

Items:

- Potions, XP system, drops from Nether mobs.

World Changes:

Infinite + Old. Nether dimension fully added with fortresses, ghasts, blazes, magma cubes, and lava oceans.

## Update 0.13.0

Blocks:

- Redstone basics: dust, torch, levers, buttons, pressure plates.

Items:

- Rabbits and desert temple loot.

World Changes:

Infinite + Old. Desert temples began generating. Redstone circuits allowed basic automation.

## Update 0.14.0

Blocks:

- Advanced redstone: repeaters, dispensers, droppers, hoppers, comparators. Item frames, slime blocks, cauldrons.

Items:

- Witch loot drops.

World Changes:

Infinite + Old. Witch huts in swamps. Slime spawning behavior aligned with swamps.

## Update 0.15.0

Blocks:

- Pistons, sticky pistons, observer block.

Items:

- Horse armor, leads.

World Changes:

Infinite + Old. Jungle temples appeared. Horses, donkeys, and mules spawned in plains and savannas.

## Update 0.16.0 / 0.16.2

Blocks:

- Prismarine blocks, sea lanterns, beacons.

Items:

- Command blocks (experimental), add-on packs.

World Changes:

Infinite + Old. Ocean monuments generated with guardians and elder guardians. Wither boss added.