Oldblock Edition Roadmap (0.1.0 → 0.8.0, then PS3-sized worlds)

0.1.0 – Creative Release

Features:

- Creative-only gameplay
- Hotbar for block selection
- Permanent daylight

Blocks/Items:

- ~36 blocks: stone, cobblestone, dirt, sand, gravel, logs/planks, leaves, glass, bookshelf, wool (16 colors), torch, glowstone, TNT (non-functional), bedrock, water, lava
- No items/tools

World Changes:

Finite 256×256, height 64. Flat terrain with trees, lakes, lava pools. No caves, no biomes, no structures.

0.2.0 – Survival Begins

Features:

- Survival mode
- Health system, day/night cycle
- Zombies and sheep added

Blocks/Items:

- Cactus
- Fence + Fence Gate
- Basic drops from blocks

World Changes:

Still finite 256×256, height 64. Same terrain, mobs spawn at night.

0.3.0 – Crafting & Depth

Features:

- Crafting (2×2 grid)
- Skeletons, spiders
- Beds to skip night

Blocks/Items:
- Crafting table, beds, bookshelf
- Brick stairs/slabs, cobblestone slab, wooden slab
- Bow & arrows, string

World Changes:
Still finite 256×256, height 64. Added caves and ores.

0.4.0 – Early Adventure

Features:
- Farming system
- TNT explodes
- Creepers

Blocks/Items:
- Chest
- Farmland & seeds
- TNT (functional)
- Bone meal

World Changes:
Finite 256×256, height 64. Same terrain, farming patches possible.

0.5.0 – Nether Reactor Era

Features:
- Nether Reactor Core introduced
- Zombie Pigmen via Nether Reactor

Blocks/Items:
- Melons, pumpkins
- Glowstone, paintings

- Stone brick variants, slabs
- Cobweb
- Nether Reactor Core + Glowing Obsidian

World Changes:

Finite 256×256, height 64. Nether simulated via Nether Reactor.

0.6.0 – Armor & Expansion

Features:

- Armor (leather, iron, gold, diamond)
- Peaceful mode toggle

Blocks/Items:

- Signs
- Sandstone, stairs, slabs
- More stone brick variants

World Changes:

Finite 256×256. Height increased to 128. More ores, deeper caves.

0.7.0 – Utilities

Features:

- Buckets (water, lava, milk)
- Spawn eggs
- Flint & steel

Blocks/Items:

- Fences
- Fire

World Changes:

Finite 256×256, height 128. Flowing water/lava mechanics introduced. No Realms (skipped in Oldblock).

0.8.0 – Minecarts & Lighting

Features:

- Minecarts and rails
- Lighting overhaul

Blocks/Items:

- Rails (normal, powered, detector)
- Iron bars, carpets (16 colors)
- Pumpkins, potatoes, carrots
- Cobblestone wall, block of coal, hay bale
- Tall grass, ferns, dead bushes

World Changes:

Finite 256×256, height 128. Lighting overhaul, terrain more vibrant. No biomes yet.

Post-0.8.0 Divergence – Expanded Worlds

Features:

- Expansion beyond classic MCPE finite
- PS3-sized worlds instead of Infinite Worlds
- Biomes, caves, villages, structures

Blocks/Items:

- All later blocks/items gradually introduced (redstone, Nether blocks, temples, ocean monuments)
- Follow feature roadmap but within finite boundaries

World Changes:

Finite ~864×864, height 256 (PS3 size). Biomes, caves, ravines, strongholds, villages. Bedrock wall or ocean borders.