

The background is a Minecraft game scene. It features a large, multi-story wooden building with a complex, lattice-like structure. A river flows through the scene, reflecting the sky. The overall tone is slightly dimmed to make the white text stand out.

Minecraft Add-ons

IT 4983 Capstone W01

Minecraft Add-ons Team 3

Team 3 members: Reece Clark, Tristan Lance, Alex Millerioux, Liliana Pantoja, Ryan Shah

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Agenda

- Milestone 1 Summary
- Milestone Assessment
 - Summary of Progress
 - Details for the main objectives
 - Architecture Draft
 - Test Environment Set-up
- Gantt Chart
- Key Takeaways
- Next Phase
- Q&A

Project Summary

- According to our project plan, our first deliverable is Milestone 1, due on 2/16.
- The content listed under our Milestone 1 deliverable within the Project Plan was updated to meet the sponsor's needs. This included research on Minecraft plug-in/mod development, architecture draft for the add-on, and test environment set up.
- So far, our team has made great progress, and is keeping up with the due dates that we originally planned out in our Project Plan.
- We have been making sure to meet at least once a week online as a team, along with communication within our Microsoft Teams chat.
- We are on track to start the next phase of this project and begin to get ready for the Milestone 2 deadline.

Milestone 1 Assessment

- We had 3 main objectives from our sponsor this Milestone.
- Objectives for Milestone 1:
 - Research Minecraft plug-in (paper) / mod (fabric) development - Completed
 - Draft architecture for add-on - Completed
 - Set-up test environment – Completed

Architecture Draft

- **PaperMC Plugin:**

Implements the core functionality of the ticketing system within the Minecraft server environment.

Handles the creation of tickets in-game through the /ticket command.

Establishes connections to the MySQL database and Discord server(s) for saving and sending ticket information.

Checks for incoming messages from players and sends ticket details to be stored in the database and sent to Discord.

- **MySQL Database:**

Stores ticket information, including player names and ticket messages.

- **Discord Bot:**

Acts as a bridge between the Minecraft server and Discord server.

Checks for incoming ticket alerts from the PaperMC Plugin and forwards them to the correct Discord channel.

Facilitates real-time communication of ticket information to server administrators or moderators on Discord.

- **Interactions:**

Player Interaction: Players interact with the server by typing the /ticket command to create tickets.

PaperMC Plugin Interaction: The PaperMC Plugin receives ticket creation requests from players, sends ticket information to the database, and finally sends ticket alerts to the Discord Bot.

MySQL Database Interaction: The PaperMC Plugin interacts with the database to store and pull ticket information.

Discord Bot Interaction: The Discord Bot receives ticket alerts from the PaperMC Plugin and posts them in a specific Discord channel.

Test Environment Set-up

- **Test Server:**

Allow team members to quickly and easily deploy and test code with both local and online servers using the latest version of Paper and Minecraft.

- **Development Environment:**

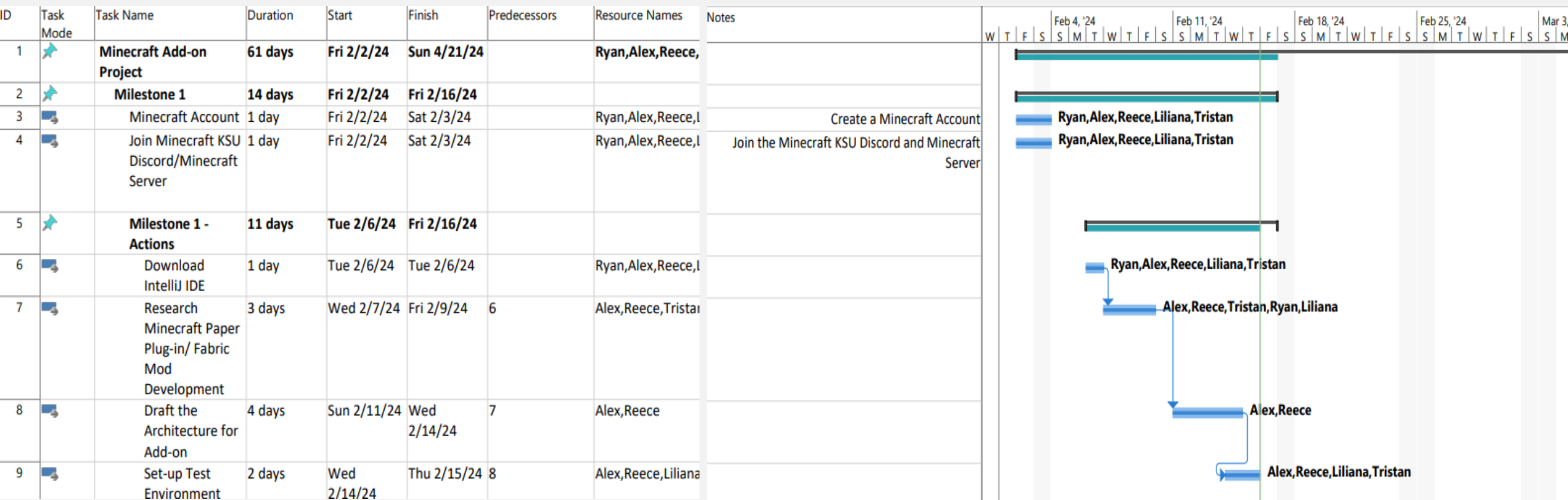
Streamline the development process using the Minecraft Development plugin.

- **GitHub Repo**

Allow programmers to easily share and edit files quickly with each other and with the sponsors to keep track of progress. Currently contains an outline of the code required for the project.

Gantt Chart

- Gantt Chart through Milestone 1 completion



Key Takeaways

- Regular communication is key
- Due to differing schedules, getting all the members in one meeting have been challenging at times
- Despite this, we should still aim to improve communication and scheduling going forward

Next Phase

- Milestone 2 Objectives:
 - Start coding and implementing chat commands
 - Set-up plug-in to connect with database

Questions?

