

Minecraft is a video game in which players create and break apart various kinds of blocks in three-dimensional worlds. The game's two main modes are Survival and Creative. In Survival, players must find their own building supplies and food. They also interact with blocklike mobs, or moving creatures. (Creepers and zombies are some of the dangerous ones.) In Creative, players are given supplies and do not have to eat to survive. They also can break all kinds of blocks immediately.

In Minecraft, players explore a blocky, procedurally generated, three-dimensional world with virtually infinite terrain. Players can discover and extract raw materials, craft tools and items, and build structures, earthworks, and machines.

Freedom. Expression. Creativity. Infinite. These aren't words you'd associate with traditional games you'd find in stores, play for a few weeks, then throw onto a shelf to collect dust. Minecraft is a form of expression that has no true conclusion. As long as your imagination is flowing, the game keeps on going. Many people who play Minecraft understand this, and those who don't may question why Minecraft is the most important game of this generation.

To understand why Minecraft breaks the rules of traditional games, you need to first understand that Minecraft is not a game, but rather, a toy. Minecraft is the modern, digital equivalent of Legos. You take these digital cubes and build anything your heart desires. While Minecraft is addictive in nature, it is addictive for all the right reasons. Minecraft is a medium for you to express raw, unfiltered creativity, and allows you to explore potentially untapped regions of your imagination to create what you otherwise wouldn't have been able to.

If you didn't understand Minecraft before, you might be able to understand it now. The appeal of these digital Legos is vast and truly infinite. It can inspire any gender and any age group. Minecraft's language is unlimited and universal. Raw creativity knows no bounds, particularly in a digital universe where the only limit of your creations is yourself.

If you're an avid Minecraft player, or know the way around the game, you can skip this part. Before we look through the history books, let's summarize how this epic game is played out. Minecraft is arguably the most influential of sandbox games. The player is dropped into a large randomized open world (actually infinite!) with biomes such as mountains, forests, caves, plains and oceans - with no specific goal or objective. Progression can only be reached through an Achievements system. The world consists of cubes, or blocks, which you can destroy, remove, build or replace. It also has a night/day cycle. Depending on the set difficulty level, players need to eat and defend themselves from hostile mobs during the night.

Alright, now you know how the game is played out. It's time to learn how it all started. Minecraft is the brainchild of the Swedish programmer Markus "Notch" Persson who previously worked at the video game developers King and later jAlbum. Before laying all of his focus on Minecraft, Notch developed a few prototypes during his off-hours, inspired by popular games at the time. Among the prototypes were RubyDung.