

# TEALS MINECRAFT PROJECT

Connor Hollasch & Steve Hollasch

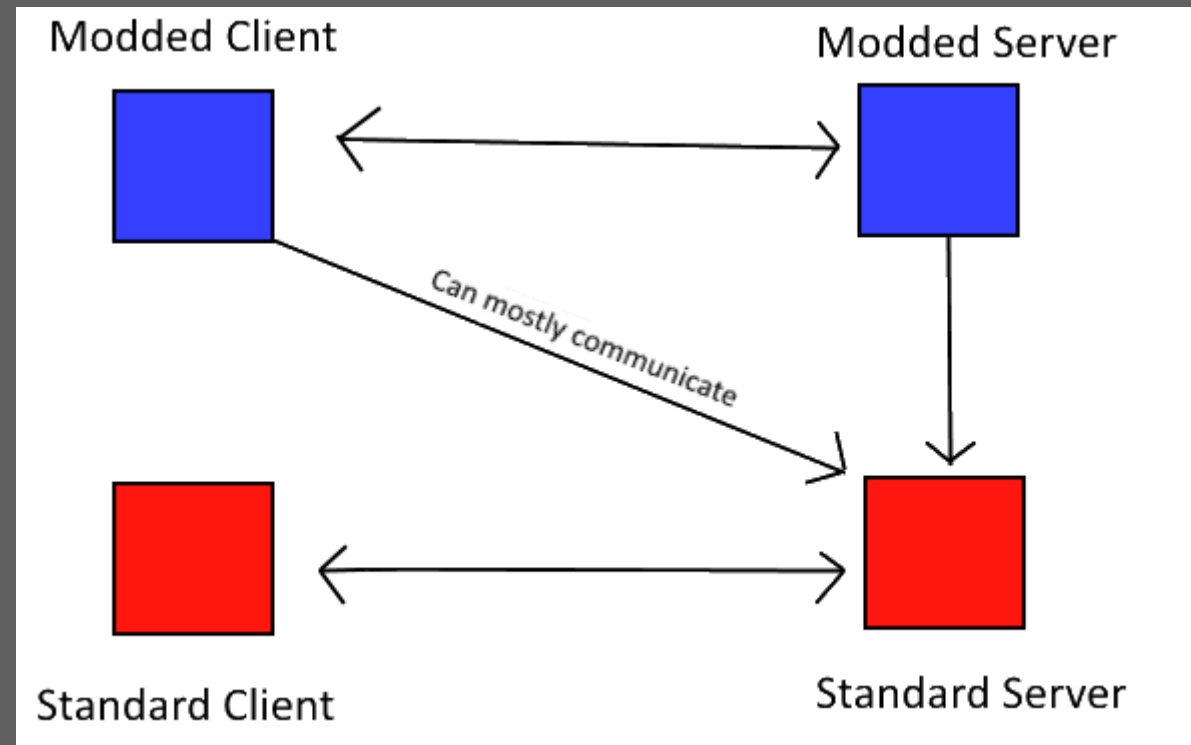
# IMPLEMENTATION

- Java
- World composed of “blocks”
- World contains autonomous entities
- Ability to host servers

The Minecraft logo, featuring the word "MINECRAFT" in a stylized, blocky, 3D font. The letters are light gray with dark gray outlines and shadows, giving them a three-dimensional appearance as if they are made of stone or wood blocks. The font is pixelated and jagged, reflecting the game's aesthetic.

# MODS

- Server modifications (plugins)
  - Used on standard client
  - Modifies current game assets
- Client modifications
  - Create or modify game assets
  - Only works on servers with the same mod



# HOW MINECRAFT WORKS – ITEMS

- Contained within the world
- Players can “carry” them
- Types include: food, weapons, armor, tools, or just default item
- Can be dropped / picked up in world
- Example items include: potato, gunpowder, gold sword, book



# HOW MINECRAFT WORKS - BLOCKS

- World is made up of blocks
- Can be broken or placed
- Some items place blocks
- Example items include: stone, dirt/grass, leaves, wood, grass





# TEALS MC

- Will be using Forge
  - Modding package for clients
  - Ability to mod server (not implemented in curriculum)
- Project lasts two weeks (optional third)
- Similar to Grid World (APCS) but in 3D
- Instructors distribute
  - Zip file containing source code, setup to work on Eclipse or IntelliJ
  - Documentation for lectures, student guides and labs
- Packages downloaded from public GitHub URL or direct from instructors

# CONTACT INFO

- [connor@hollasch.net](mailto:connor@hollasch.net)
- [steve@hollasch.net](mailto:steve@hollasch.net)
- We're still looking for testers, so please contact us if you want to help test our software!