

The Raspberry Druid

posted Jun 24, 2013, 11:45 PM by Adrian Brightmoore [updated Jul 11, 2013, 5:12 AM]

This is a code sample that uses the Raspbery Pi API (via Raspberry Juice) to give the Minecraft player special powers so they spawn plants in the world as they walk around.

v2 adds tree spawning. Occasionally a large broad-canopy tree will start to grow from the ground.

v3 adds flower spawning occasionally where you walk.

v4 leaves paths - at half-second intervals if the player is standing on dirt or grass the block will be replaced with saturate farmland. Over time this dries out, and eventually returns to grass.



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The Raspberry Druid in Minecraft



APiDruid.py (5k)	Adrian Brightmoore, Jun 24, 2013, 11:45 PM	v.1	•
APiDruid_v2.py (8k)	Adrian Brightmoore, Jun 25, 2013, 10:17 PM	v.1	•
APiDruid_v4.py (9k)	Adrian Brightmoore, Jul 11, 2013, 5:13 AM	v.1	•

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