

# MINECRAFT PROJECT



MINNESOTA STATE UNIVERSITY MANKATO

## Group members:

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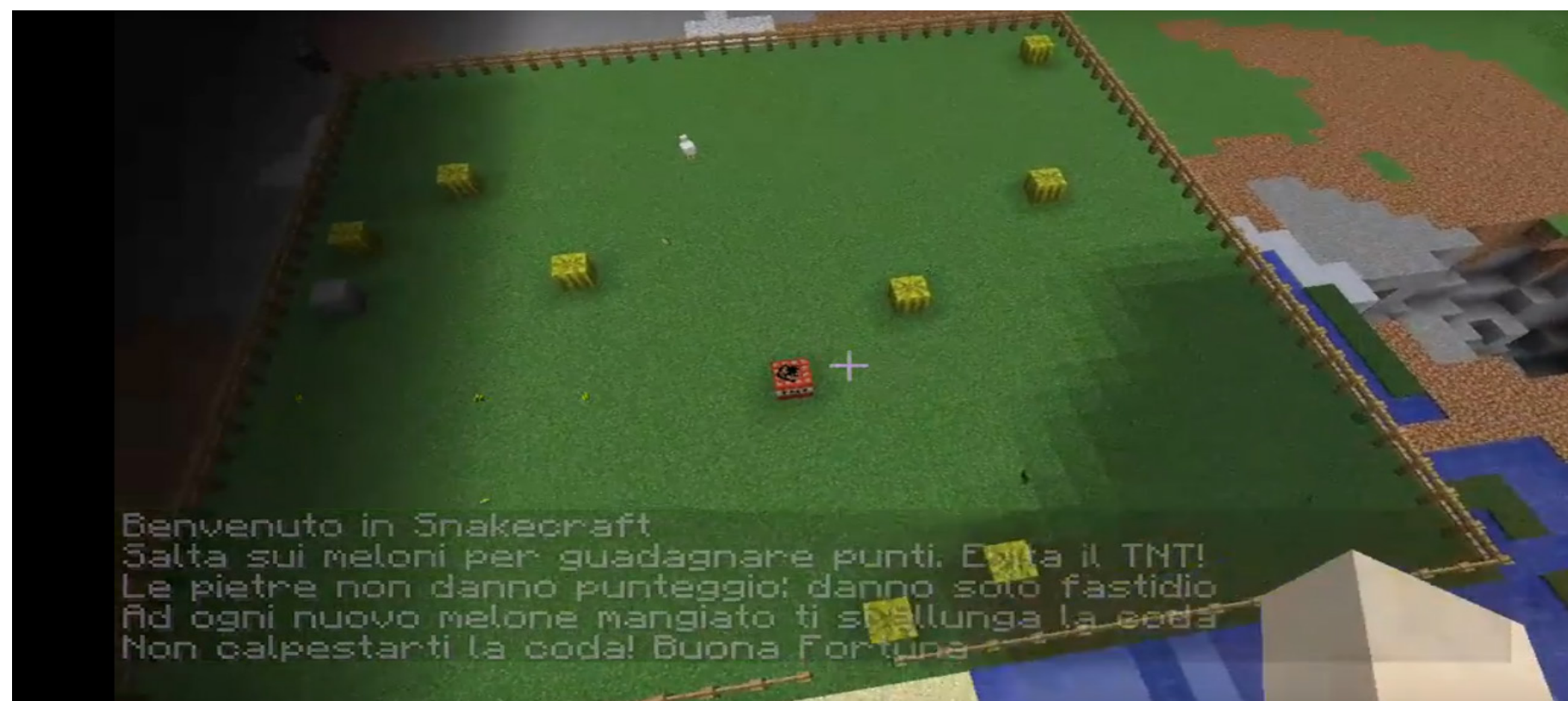
## OBJECTIVE

The objective of this project was to teach middle school students methods and styles of programming using the "Minecraft" game.

## MAJOR COMPONENTS:

- Functional static server
- ComputerCraft package with LUA for mods
- PyCraft package and world-building mods
- Redstone package for map and teleport mods
- Structured learning goals and Curriculum

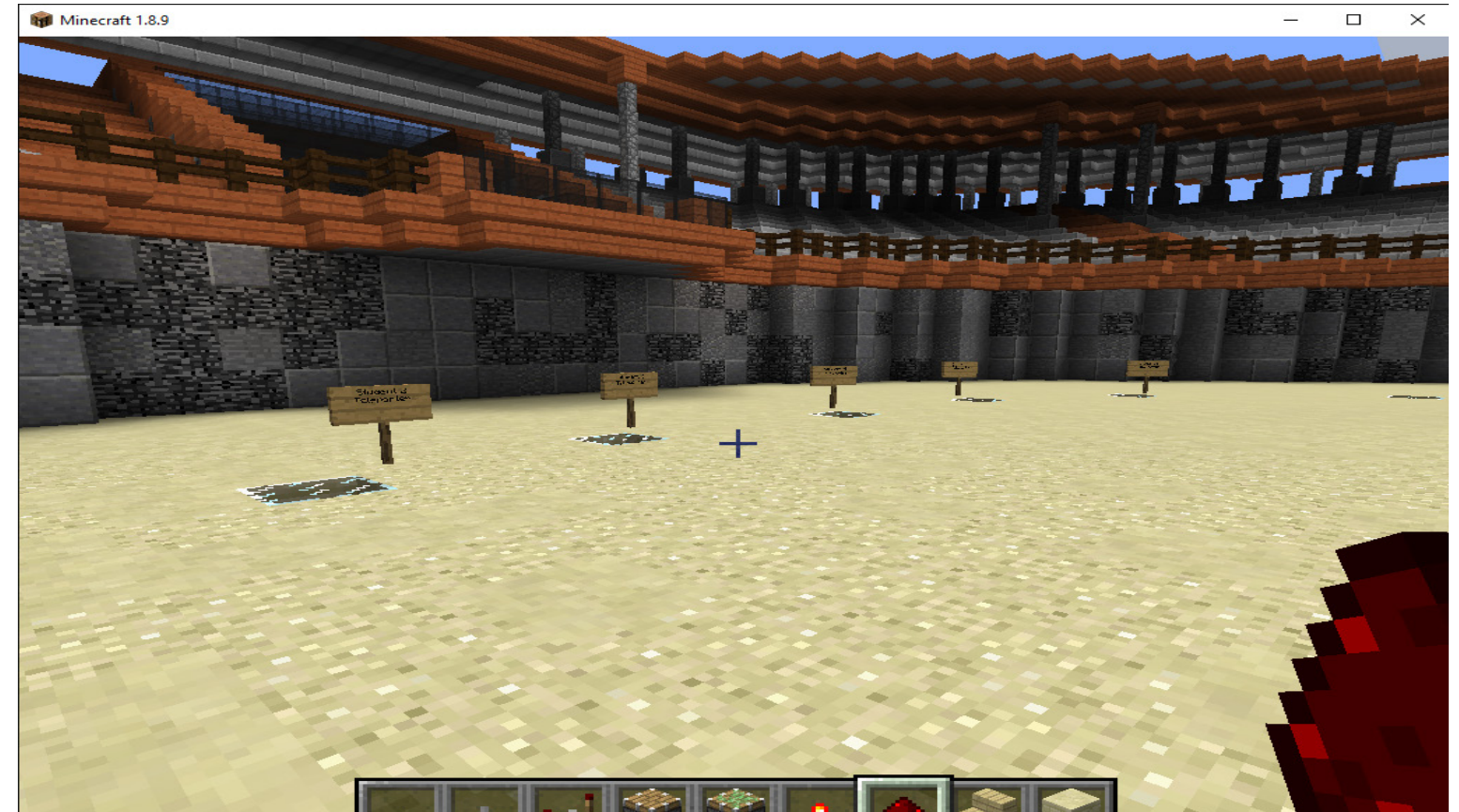
### PYCRAFT MOD(MAZE EXAMPLE)



## REDSTONE MODS EXAMPLES: PISTON DOORS AND TELEPORTERS



## TELEPORTERS FOR STUDENTS(REDSTONE)



## COMPUTERCRAFT EXAMPLE(DOOR ENTRY WITH PASSCODE)

