

## ADVENTURE'S IN MINECRAFT QUEST GIVER GUIDE!

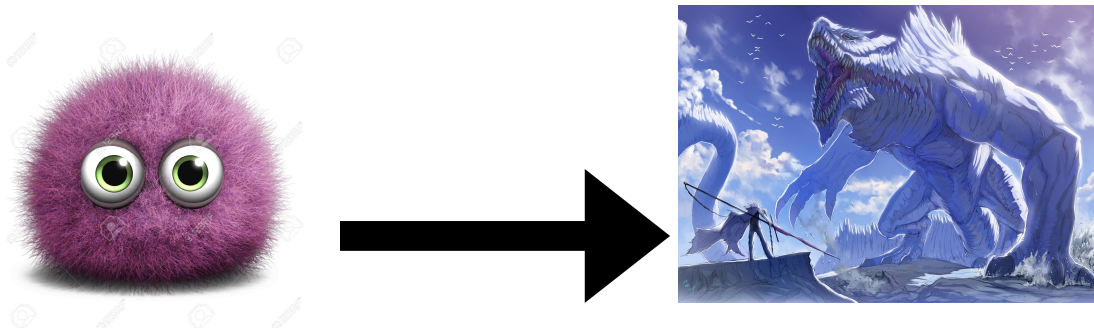
Welcome Master of Adventure! Today we discussed what makes an adventure an adventure! Here is what our class came up with!

1. WE must have a bad guy in our game or quest. The bad guy can be someone we need to overcome, or the player could be our bad guy trying to stop the hero. We need someone or something for the player to play as. In Minecraft we are Steve, but in your adventure map you can be anyone! We must answer a few questions before we are doing making our hero and villain. Below are the questions we must answer.

- a. **WHO:** Who is the good and bad guy? We need a name for him/her!
- b. **What :** What is the bad guy doing here?
- c. **When:** When is the bad guys plan going to happen, and when is the **Setting?**
- d. **Where:** Where does this take place? Is it in japan? Is it in a forest? Is it in a giant's stomach? All these are up to you to answer, and feel free to be as creative as possible
- e. **WHY?:** Why does the bad guy want to win, and why does the hero want to stop them? Does he want gold? Does he want to destroy the world? Does he just want to win for once?
- f. **How:** How is this going to happen? How does the villain win or lose. How does the good guy stop him!? How do We find the legendary sword to help us win? This can be hard but it is important so we aren't wasting time thinking of the details when we are supposed to be making our maps.

2. **Weapons:** Minecraft is about having fun creating and exploring an area, and a GREAT way to let a player know he is awesome is to get a giant sword to kill the bad dragon with or a new axe to chop wood faster. Zombies don't sleep and are always getting stronger so make sure we keep our hero playing with better equipment.

3. **MONSTERS/Obstacle!** We are trying to make a giant adventure, and we need things for our hero to overcome. This could be a giant monster or a river of lava. Anything can be a monster or obstacle if the player needs to overcome it. Sometimes simply time is an obstacle!



CUTE MONSTER

Time and Experience

MEGA DRAGON!

Same goes for a hero



Time and Experience

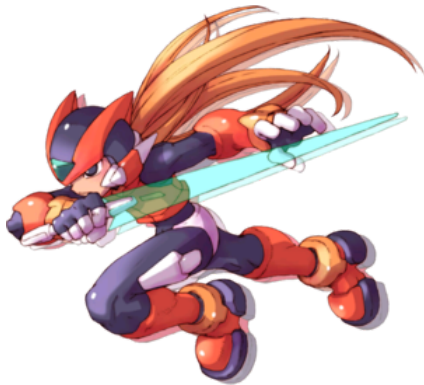


**Baby Knight!**

**King Knight!**

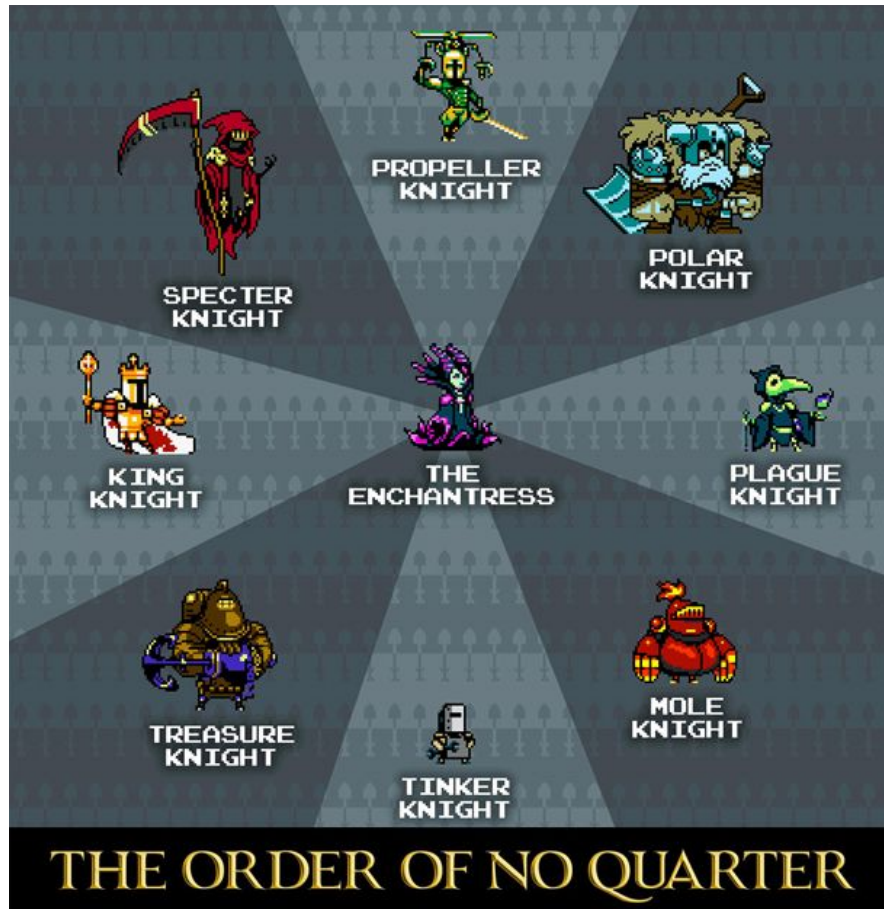
### **BUT what about our villain?**

Lots of games have the villain start off strong and get stronger to keep motivating the player to continue to want to kick his/her butt! This also gives a hero a sense of scale as to where he/she is powerwise.



### **I WANT TO BE YOU!**

Mega Man Zero shows up in many games as a more powerful Mega Man that makes Mega Man want to continue to get his strength. This helps show the player the potential of his character! We all WANT to be Mega Man Zero and eventually we become just as strong.



In Shovel Knight we fight all the bosses gaining their powers and eventually fight the enchantress. You do not need a specific order for the bosses, but in many games the bosses increase in difficulty as the player finds better weapons.



THIS IS NOT EVEN MY FINAL FORM! Cell from DBZ is a perfect example of a bad guy that just keeps on getting badder so the main hero has to be THAT MUCH MORE AWESOME to beat him! The player feels great as they finally defeat a super perfect form villain!

## SETTING

- Fireland
- Iceland
- Castle
- Forest
- Desert
- Void
- Monster land
- Haunted land
- Empty wasteland you have to explore to discover hidden caves...oddly specific
- Mushroom kingdom
- Space
- Glass land
- City
- Country
- And the list goes on and on and on and ONNN(sung in journey voice )

You can make any setting for your game this is YOUR adventure map!!!!

Whatever you do make sure the place is amazing and you include lots of details!



What kind of things can we use to guide the player???

- Signs
- Enemies
- Treasure
- Friendly people!
- STUFF. YES I SAID

STUFF a good sign you are going the right way is more and more things to explore!

- Paths
- Arrows on the wall

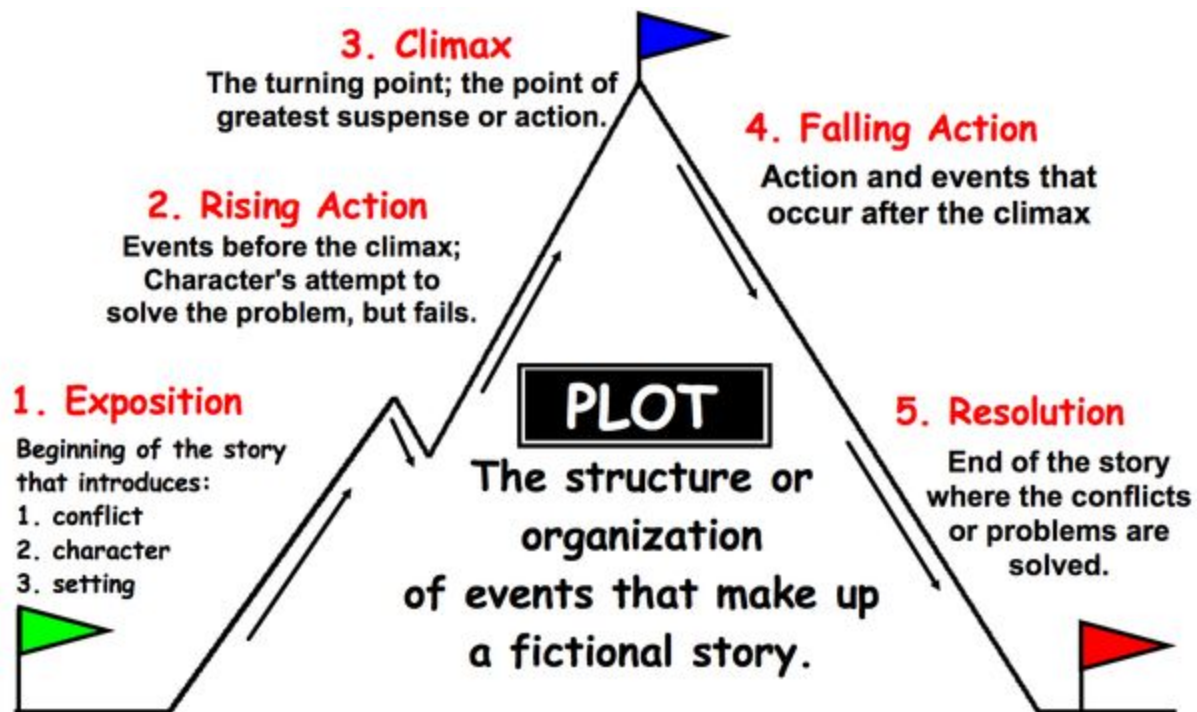
Anything else?

What kind of details can we add??

- Scrolls to pick up
- People to talk to
- Plates on a house table
- Beds
- Zombie cages?
- Empty treasure chest?
- Decorations!
- Lighting
- Paths???
- What else can we add?

Use below to brainstorm some awesome details for your game.

Here is a nice chart to help you create your story for your adventure map!  
Start at the left and go to the right. We will talk about this in class!



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