

The Little Things

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Project Description

The Little Things is a mod that features unique biomes, animals, and items. The biomes include the Maple Forest and The Ruins with the Maple Forest introducing a new type of wood, some new animals, and new items. Some of these new items include: Maple, Maple Syrup, New Plants, and Pancakes. Not only can the new animals be found in the Maple Forest but throughout the entire world in many other existing vanilla biomes. Within The Ruins is a new charm system that includes new items which the player can equip to give them permanent buffs. Some of the buffs include: Speed, Strength, Resistance, Absorption, and Jump. One more new item can be found within The Ruins and it is a Scythe which will provide a dual benefit of helping with farming and fending off mobs.

Overall, the mod seeks to create a richer Minecraft experience by introducing two new biomes and a variety of animals to add depth and variety to exploration. The Maple Forest provides players with opportunities to gather unique resources like Maple Syrup and ingredients for making new foods like Pancakes, bringing a touch of realism and novelty to survival gameplay. The Ruins, on the other hand, offers players a challenging yet rewarding environment where powerful charms and the Scythe await. The combination of aesthetic and functional elements seek to give players a fresh new look to enrich the adventures of a minecraft adventure.

Interface 1: Interactive Table of Contents (Book)

Description:

When players load up their new world with this modpack installed they are given a booklet which acts as a guide for the player. It details everything the player needs to know. The only button that players interact with in the book is the next page button, which flips to the next page. Other than that it is just a reference for new players so that they don't have to reference the wiki or anything mid-game.

Screenshot/Mock-Up



Interface 2: Custom Title Screen (or anything else)

Description:

This is the first thing players see whenever they load up the modpack. It serves as a welcome interface and helps to set the tone for what players might find to expect. The new title screen introduces new button designs and a new background design to help showcase the new maple theme of the mod. The singleplayer button will take the player to their world list to play without anybody else. The multiplayer button will enable the player to play with other people. Options is options (Which can also have a custom gui if this isn't enough interfaces), and quit game will close the game.

Screenshot/Mock-Up

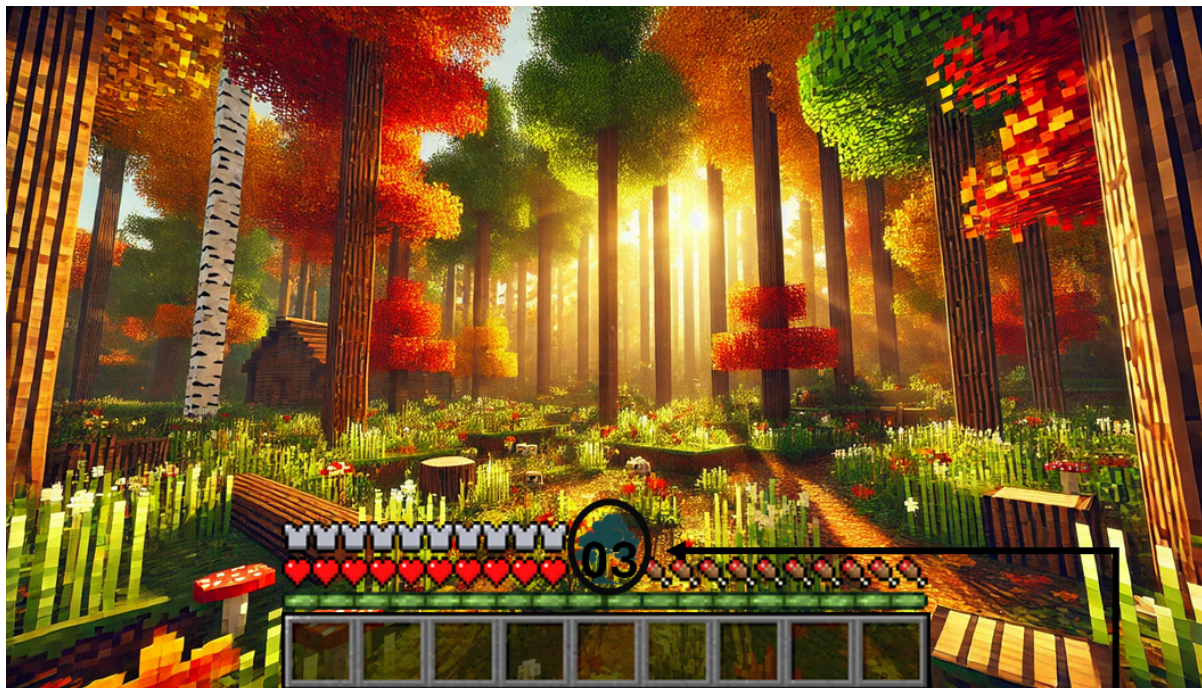


Interface 3: Biome Interface

Description:

As players explore in this modpack they will find our Maple Forest Biome, filled with new maple trees and animals. The picture below helps to showcase what the Maple Forest may look like once a player loads in and wants to explore the new biome themselves. The biome will include new wood, animals.

Screenshot/Mock-Up



Explore new forest themed biomes

Gain points by harvesting new maple trees that will help you traverse the ancient ruins