



The Little Things



Final Presentation!



Our team



Brice

The Beastmaster
(mobs)



James

Batman
(grappling hook)



Caleb

The Wood Handler
(wood items + trees +
biome gen)



Caitlyn

Creator of All Things
(art design + 3d
modelling)

What problem are we fixing?



Problem

Base Minecraft is actually pretty boring.

Solution

Add new content to the game that isn't boring!

What is The Little Things?

The Little Things is a maple forest themed mod that adds new foods, items, mobs, and decorative blocks to the hit game ***Minecraft!***





IntelliJ IDEA

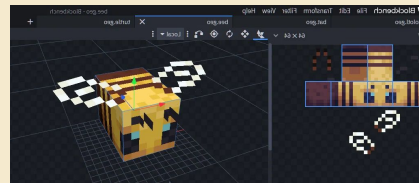
IDE used

Tools Used



Fabric

Essentially allows for
mods to be run



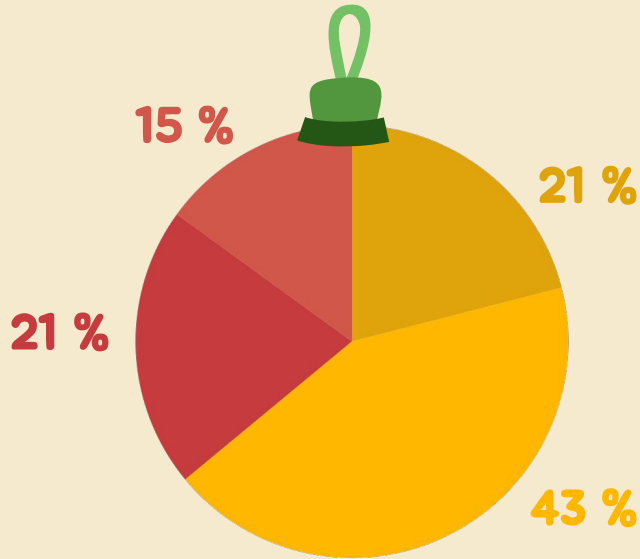
Blockbench

Used for model
creation



Market Analysis

- 22-30
- 30-65
- 15-21
- Less than 15



Minecraft is one of the most popular games in the world, meaning that the potential audience for what we've made is huge!

15-21

The largest amount of players are 15-21 years old

22-30

The average player of Minecraft is 24!

30-65

People well into their 30's and above still play

15 >

Our only competition is Fortnite



New Features

01

New Biome

Brings new exploration to the player

02

New Crafting Recipes

New unique items for the user to interact with

03

New Mobs

Brings liveliness to the game

04

New Decorative Blocks

Different blocks that can be used for decoration!



What did we learn?

- Coding is hard and time consuming :(
- Teamwork is important in order to get anything done.
- We learned better about how java works:
 - Minecraft open source APIs, blockstates (very confusing), more math, Minecraft's original source code, a lot of Java in general.
- 3D modelling + animation, pixel art

The Little Things We Want To Improve!



Biome Gen

Custom trees, custom structures, foliage.



Add More

More mobs, items, maple themed things



Sounds

Make a new biome soundtrack (?), item sounds, mob sounds

Final Thoughts + Live Demo





Questions



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