

Project Purpose

Hu Ting Kai

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1 Introduction

This project will develop a mod for Minecraft(including forge). By developing graphic user interface and convenient crafting recipe, the mod will be interesting, diversified design. This mod will make Minecraft more funny and more ways to play.

1.1 Research motivation

Since I knew and started playing Minecraft about five years ago, Minecraft, the sandbox game, inspired me to do the similar things like this game, creative, logical and attractive, then I knew this is called programming. After learning basic knowledge about programming, I decide to go back to the beginning, and that is Minecraft.

1.2 Research purpose

Learn how to develop a mod in specific version of Minecraft, and build a mod for all platform users, including Windows, MacOS and Linux.

1.3 Research range

- i. Java SE.
- ii. Minecraft source code, if I can get it.
- iii. Minecraft forge source code.
- etc. If I can figure out more.

2 System function

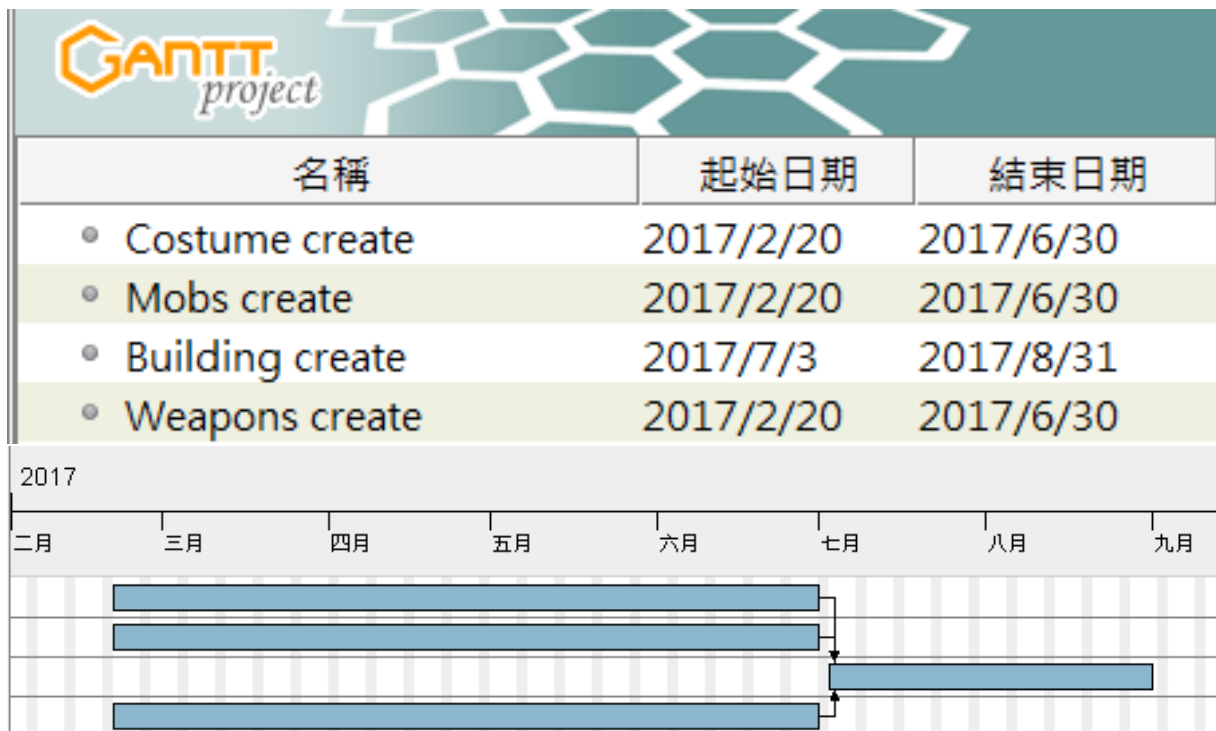
Objective: Overwatch, a game a team-based multiplayer first-person shooter video game developed and published by Blizzard Entertainment.

- i. Characters' costumes: build all characters' costume and reference to each specific recipe.
- ii. Characters' weapons: build all characters' weapons and their special ability such as speed decreasing, power up, etc.
- iii. Mob: like zombies and creepers, the mod's mobs will spawn when night coming, like original Minecraft mobs.
- iv. (Optional, if I can still do) Original game scene: build part of building in the Minecraft map spawned randomly when map created.

3 Development System environment

- i. Windows 7 professional
- ii. JDK 1.8+
- iii. Minecraft 1.10.*
- iv. Minecraft forge 1.10.*

4 Excepted schedule



5 Excepted result

A .jar file that contain mod that Minecraft 1.10.* with forge can load for all cross-platform user.

References

http://minecraft.gamepedia.com/Mods/Creating_mods

<http://www.minecraftforum.net/forums/mapping-and-modding/mapping-and-modding-tutorials/2718726-list-of-minecraft-1-10-x-modding-tutorials>

<https://bedrockminer.jimdo.com/modding-tutorials>