

Team 31 Project Charter

Project Cataclysm

Team Members:

Jackson Bounds, Jackson Douglas, Ryan Chang, Eric Li

Project Title:

Project Cataclysm

Problem Statement:

The base (often called “vanilla”) game of Minecraft has a variety of exploration, crafting, and building options. However, the combat and weapons systems of the game are severely lacking in variety and depth. In fact, the base game of Minecraft only contains 2 major weapon types, melee with axes and swords, and ranged with bows and tridents. Alongside this, most enemies found in the vanilla game lack uniqueness in terms of attacking the player. Project Cataclysm (which is going to be an addition (or mod) to the base-game of Minecraft) will

With *Project Cataclysm* (which will be an addition, often called “mod”, for Minecraft), Minecraft players will be given a host of new weapon options to use against their foes, and will be able to unleash the most devastating attacks they have ever dreamed of. *Project Cataclysm* will feature numerous differing weapon-types, such as elemental magic or ICBMs (missiles), which will set it apart from other existing weapon-mods.

Project Objectives:

The overall project objective is to improve user combat experiences while playing minecraft. There is a void that exists in minecraft for hostile mobs and weapon loadouts. *Project Cataclysm* is a mod that aims to fill that void and will aid in the destruction of various mobs and landscapes while adding more depth to the creation of weapons.

Stakeholders

Users: Minecraft players who are unsatisfied with the weaponry in the base game. Applicable to players of both single-player and multiplayer servers.

Developers: Jackson Bounds, Jackson Douglas, Ryan Chang, Eric Li

Project Manager: Jakob Hain

Project Owners: Jackson Bounds, Jackson Douglas, Ryan Chang, Eric Li

Project Deliverables

Platforms / Frameworks

- *Project Cataclysm* will be coded entirely in Java, since that is the base-language used to program Minecraft; will utilize a “modding toolchain”, such as popular Minecraft modding tools– Quilt or Fabric
- Will not be modifying the most recent release of Minecraft (due to modding limitations), will be on a Minecraft version ≤ 1.18

An addition / modification (“mod”), to the base, “vanilla”, game of Minecraft, that includes:

- Multiple player-interactable weapons (as player items), each with their own graphic/textures, unique crafting recipes and/or ways to acquire, and use-cases
- Extensions to existing, “base-game”, player weapons, such as varieties of TNT and bows/arrows
- Addition of various destructive blocks, such as explosives and missiles; addition of various defensive items/blocks, to protect against such weapons
- An extensive base model (or multiple bases) for a “weapon (item/block)” parent(s), which can be used as a template for quickly developing and implementing new armaments for the mod
- Inclusion of new hostile non-player-characters (NPCs)