

# Marine Mod: User Guide

## Table of Contents

1. *System Requirements*
2. *How to Install*
3. *Usage*
4. *Entities*

## 1 - System Requirements

- Minecraft 1.7.10
- JDK (Java SE Development Kit) SE 8 or later
- Forge 10.13.2

## 2 - How to Install

1. Install Minecraft. For help installing Minecraft, please refer to the following:  
<https://help.mojang.com/>
2. Install Java JDK edition. For help installing JDK edition, Please refer to the following:  
<http://www.oracle.com/technetwork/java/javase/downloads/index.html>
3. Install Forge 10.13.2:  
<http://www.minecraftforge.net/wiki/Installation/Source>
  - Use <Forge Install Path>/eclipse as the Eclipse workspace directory
4. Delete the contents of <Forge Install Path>/src/main
  - This should be “java/” and “resources/”
5. Clone the project from <https://github.com/joecanmakeit/MarineMod> into <Forge Install Path>/src/
6. Run/Build the project from eclipse

Note: we distribute the source because Maker's Factory is only concerned about the source

## 3 - Usage

Once the installation is completed, the mod will automatically be loaded when a Minecraft instance is ran.

Upon creation of a world, the new entities will naturally spawn in beach and ocean biomes. To manually access these new mobs, you can use the spawning eggs stored under the Marine Mod tab of the inventory in Creative Mode.

Entities may behave improperly when manually spawned in the wrong environment. For more information on the entities themselves, please refer to the “Entities” section below.

#### 4 - Entities

Using this mod, players can explore a Minecraft world and observe the new oceanic species that now populate it:

- Garibaldi Fish Entity:

The Garibaldi Fish (*Hypsypops rubicundus*) can be spawned anywhere there is water, ideally near kelp blocks. The entity will appear as a small orange fish that moves slowly around the water. This entity will swim around the water until killed.

- Gray Whale Entity:

The Gray Whale (*Eschrichtius robustus*) spawn in the ocean and swim about lazily near the surface. It can also be spawned using the Whale egg, found under the Marine Mod tab in Creative Mode.

- Colorful Six Armed Star:

The Starfish (*Leptasterias aequalis*) naturally spawns in ocean and beach biomes. Alternatively, it can be spawn using the Starfish egg, found under the Marine Mod tab in Creative Mode. It very rarely moves, unless the player walk into it. However it spins around on its current block occasionally.

- Western Gull Entity:

The Western Gull (*Larus Occidentalis*) spawns in beach and ocean biomes. The gull will fly and occasionally walk around feeding on surface-feeding fish. This creature is not shy to humans; it will be attracted if you happen to be holding fish.

- Elephant Seal Entity:

The Elephant Seal (*Mirounga Angustirostris*) spawns in beach biomes. The Elephant Seal will wander the beach and swim. Both genders of the entity can be found in the world. Male's are much larger than females.

- Dolphin Entity:

The Bottlenose Dolphin (*tursiops*) spawns in the ocean and swims with other dolphins. It will occasionally come up for air. It can also be spawned using the dolphin egg, found under the Marine Mod tab in Creative Mode.