Monterey Bay Minecraft Mod

Team: Loops on Loops
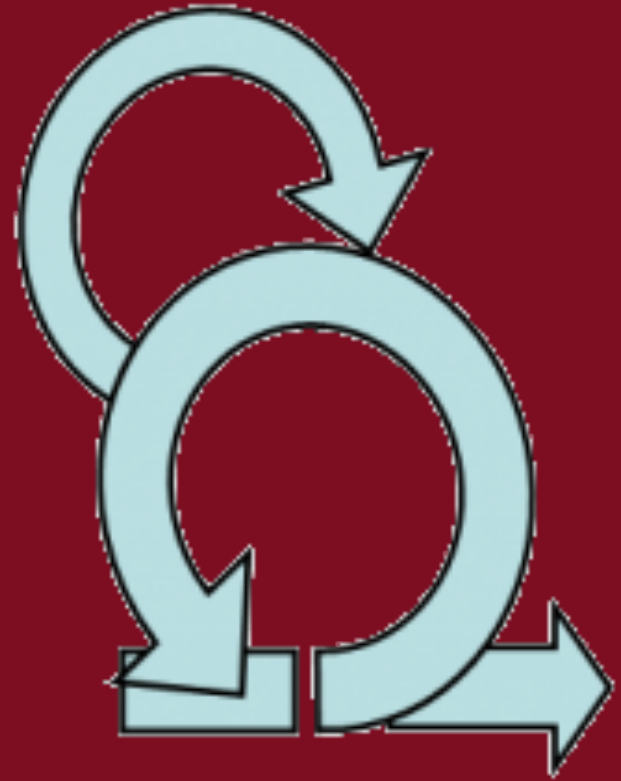Sponsor: MakersFactory

Our Team

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Sponsor: Joe Allington

MakersFactory

3D learning solutions company that offers classes, products, and services to educate students, teachers, and communities

Project Overview

- What is our project?
  - Educational Minecraft Mod
- Reason for project
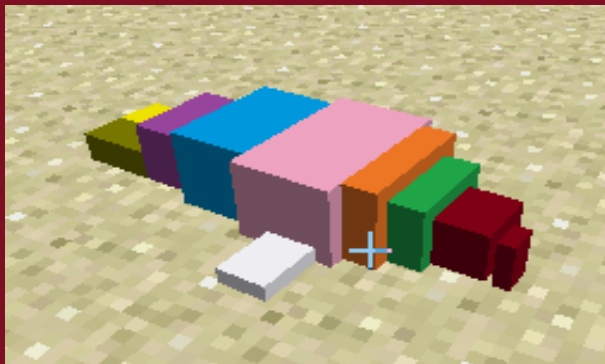 - Teach kids about the Monterey Bay

Goals

- Fill Minecraft's oceans with local marine life
- A Submarine and Scuba gear to help explore the ocean
- Alter water overlay
- In game objectives to support teachers' lesson plans
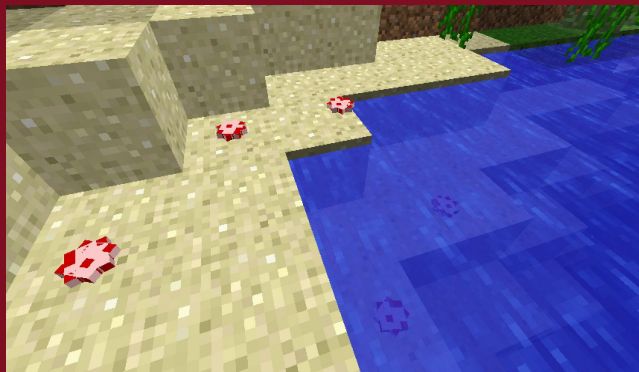
Accomplishments

- Created many of the creatures we set out to do
- Laid the groundwork for future iterations of the project

Gray Whale

Northern Elephant Seal

Starfish

Problems Encountered

- Entity Modeling is horrible
  - Techne
- Forge Documentation is scarce
  - Not many tutorials
  - Poor quality
- AI implementation

Experience with SCRUM

- Does not allow for much preliminary work
- Keeps meetings quick and to the point
- Allows for the incremental development of features
- Division of labor was easy for this project
- Hard to get adjusted to
- Hard to implement when there are competing priorities: other coursework

Future Plans

- Create ocean health system
- Design submersible
- "Pokedex" to scan marine life for info
- New marine biomes
- Support lesson plans via in game objectives
- Create new ways for students to learn about environmental responsibility