**Target Audience**

* Computer Gamers
* Age 8-14
* No previous knowledge of anything related to computer networks required or even preferred…Should only BARELY apply to advanced users(ip addresses, ports, routers, etc)
* No knowledge of java required…should automatically figure that shit out
* No knowledge of minecraft hosting required…should all be configurable via user interface
* Ability to read
* Basic minecraft knowledge
  + Connecting to a remote server…even then the program should have instructions for that
* Basic computer knowledge
  + Ability to use mouse and keyboard to interact with the following UI elements
    - Button
    - Dropdown Box
    - Checkbox
    - TextBox
    - ListBox
    - Clickable Text(like html link)

**Goals**

* Drop dead simple, with different views for additional configuration
* Should be able to just click 'Create' and it should have the following
  + Ability for anyone on the internet to connect, regardless of users firewall shit.
    - Should try it's best to enable shit for the user (user ipv6, etc)
  + An output that contains:
    - The server host url, just in case they know how to type it in themselves
    - A helper URL, that contains the following things
      * Detailed instructions on how to connect to the server
      * The server host url, and instructions on how to connect to it.
* Create server.
  + Fields
    - Name (with a made up name from a random gen like OCTGN)
    - Server Type
  + Has a few default settings templates to choose from, with a decent description of what it is. You can choose to just create it, or configure it.
    - Game Mode
    - Seed
    - TODO: More Settings
  + Should be able to save
* Automatically updates itself, and minecraft, and maybe displays errors if java is out of date(or even trigger an update for that if we can)

**Components**

**MinecraftServer.Net.DesktopApp.exe**

This is a desktop application that connects to a local ServerHost

Drop dead simple

Manage multiple servers on a single local Host(for now, later you should be able to connect to remove ServerHosts)

**MinecraftServer.Net.ServerHost.exe**

Automatically restart crashed servers

Create a new server

Must auto save

Automatically downloads server

Automatically updates server

**MinecraftServer.Net.dll**

This contains all the logic

PCL matching our Computer Requirements

Anything that we can't code here, any resources we need, just make interfaces and ask for them later.

**Computer Requirements**

*\*\*Provided by the installer*

Windows 7 or above

4GB Ram

60GB Hard Drive

High Speed Internet Connection

\*\* .Net 4.6 or greater

**Folder Structure**

Program - Program Files\MinecraftServer.Net

2 Cached Data - Program Data\MinecraftServer.Net\Cache\{yy-mm-dd}-{DataType}

3 Created Servers - AppData\Local\MinecraftServer.Net\Servers\{ServerName}

User Config - AppData\Roaming\MinecraftServer.Net\config.json

**Releases**

**MVP - 1.0**

Create the first version and release it.

**Goals**

Fully release the application

**Focus**

Drop dead simple, with different views for additional configuration

**Features**

Installer

Installs everything required by Computer Requirements \*\*

Install the program

Create the proper folder structure

Website

Should be static

Download link downloads from github releases

Link to youtube

Link to subredits

Source

Should be hosted on github

Open source

Dev Ops

Automated build from source

Automated release to github releases

Support

User manual created in word/pdf form?? (documentation of some kind at least for users)

Youtube videos on how to use the product. They must be short.

Create Subreddit

Online

Create Accounts

* Youtube
* Reddit
* Email - MinecreaftServer.Net@gmailcom or whatever, don't really care

Application

TODO: Actual MVP Application Features

**Easy Hosting Baby - 1.1**

**Features**

No Fuss Hosting 1 - Basically our own hamachi so users don't have to worry about firewall shit if we can't find a way through to the internet(we should still try really hard to)

**Cause I Don't Wanna Miss a Thang - 1.2**

**Features**

Server Syncing 1 - Users server is synced on the internet, so if they sign in somewhere else, there server will just download like magic. Should also sync the setting for that server.

**References:**

1. This should be a premium feature at some point
2. A use case for this would be: A specific minecraft server version downloaded from the internet, so that if someone wanted to make a new server, we don't have to reach out to the internet to get it
3. At some point the user should be able to specify the location that servers are created, but we don’t need that at release
4. Should rename this to something else