

## **Minecraft Visualization Component-Sprint1**

### **How to test(Current):**

Run 'startclient.bat' in the main folder.

Click 'singleplayer'

Click 'Create new world'

Click 'GameMode...' to change the game mode to creative (optional)

Click 'more world options'

Change 'world type' to 'superflat'

Change 'generate structure' to 'off'(optional)

Control the viewer to view the output.

(double press 'space' to move horizontally)

### **Progress: 40~45% of the total work of visualize.**

Understanding the source code of minecraft and

learn the mechanism of modding:90%

Generate buildings with certain materials at certain location: 100%

Attach to the parser component:50%

### **Todo:**

Adjust the map(easy~median)

- Automatically generate a flat map with only buildings.
- Spawn the character(viewer) at certain location.
- decrease the size of the map.

Add details to buildings: (easy)

- Rail between buildings to show dependency
- add layers to show more information

Remake the interface:(median)

- Currently still using the interface of minecraft, remake it to satisfy the uses of 'CodeTrip'

Attach to other component perfectly (median~hard)

Delete useless source code without breaking the structure(median)

Easy: have all the knowledge of doing such task and won't take long.

Median:have most of the knowledge of doing such task and may take some time

Hard: Not quite sure of the knowledge and may meet some problems which consumes time.

### **Some notification:**

- For the in game viewer temporally spawn at random location.  
To test the output, the buildings are built iterately.
- For the attachment between viewer and parser does not work perfectly now.  
The output is the based on some sample 'building information'
- Currently visualize contains large mounts of code from minecraft source code, which

will never be used in the final version. Will simplify it later.

**Resource used:**

Minecraft v1.3.1

Mod loading API: Modloader

Decompiling tool: Minecraft Code Pack(MCP)

Reference link: [http://minecraft.gamepedia.com/Mods/Creating\\_mods](http://minecraft.gamepedia.com/Mods/Creating_mods)

**Sample output of current visualize:**

