

Minecraft AI City Builder – Prompt Examples & Future Expansion

Prompt Examples (Natural Language Commands)

These are some of the many prompts you can give to the bot to generate structures, worlds, or perform terrain operations. They demonstrate the range of city-building logic, redstone integration, decorative structures, and replica modeling.

Urban Structures

- Build a 10-story office building with glass windows and elevators
- Create a diamond wall 100 blocks long and 10 stories high
- Construct a parking garage with 5 floors and ramps
- Build a subway entrance with stairs and lights
- Generate a hospital with a helipad on top
- Create a small bank with vault and teller windows

Residential and Decorative

- Build a modern house with a pool and garden
- Create a log cabin with a chimney and flower beds
- Generate a suburban neighborhood block with 5 homes
- Construct a rooftop patio with lanterns and tables
- Build a floating island with a house on it

Infrastructure

- Build a redstone-powered railroad across a valley
- Create a 3-lane bridge spanning 100 blocks
- Generate a tunnel that cuts through a mountain
- Build a dam with a spillway and redstone gates
- Construct a road with streetlights every 10 blocks
- Build a metro station underground

Fantasy & Adventure

- Build a medieval castle with towers and walls
- Create a gothic cathedral with stained glass windows
- Generate a wizard's tower with spiral stairs
- Build a massive underground dungeon with traps
- Create a fortress with a lava moat

Utility & Redstone

- Build an auto-farming wheat field
- Construct a redstone contraption that opens a hidden door
- Create a working elevator using slime blocks
- Build a sorting system for chests
- Generate a piston-based drawbridge

Replica & Themed Worlds

- Replicate New York City with skyscrapers and parks
- Recreate the Duke Nukem world in Minecraft
- Build a small-scale model of the Eiffel Tower
- Generate a stadium like Madison Square Garden
- Create a replica of Hogwarts Castle

Terrain-Based Prompts

- Flatten a 300x300 area at Y=80 before building
- Build only on solid ground, not water or air
- Level a mountain and build a fortress on top
- Fill a ravine with glass and build a city inside it
- Create a floating city above a desert biome

Location-Aware (Future Integration)

These prompts require additional development and data integration. - Build a replica of downtown Richmond, Virginia using satellite terrain - Recreate Times Square using real coordinates and buildings - Generate terrain using Google Maps elevation for Yosemite Valley - Use OpenStreetMap to build streets and houses from a neighborhood - Load real-world coordinates and overlay Minecraft-compatible structures

Future Expansion Ideas

Real-World Integration

- Use Google Maps API or OpenStreetMap to extract coordinates, roads, and terrain
- Train AI to translate real-world buildings into `/fill` and `/clone` commands
- Elevation data can shape terrain to match real topography
- Option to load any U.S. city as a Minecraft grid block-by-block

LLM Training & Optimization

- Expand the prompt→command dataset to 100,000+ examples
- Improve accuracy using reinforcement feedback (failed builds → retrain)
- Allow LLM to “see” world state and use AI vision to guide choices

Game Engine Features

- Multi-biome city layout (tech district, ruins, floating zone, etc.)
- Train separate LLM modules for redstone, terrain, and architecture
- Use `/data` command to dynamically track resource usage

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