

# Ranting towards Minecraft and Microsoft

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## Foreword

So, Minecraft is a hellish game owned by a corrupt capitalist company who only cares about profit and not actually their own products. There are binary versions of minecraft: Java and Bedrock, made for PC and games consoles. This document will outline the misconduct of the company that owns the games, their difference and war against each other and the future of this prehistoric 15 year old nightmare.

## Corrupt companies

Unlike most indie games, this one was sold to the Microsoft Corporation, Inc. during September of 2014 for \$2.5 billion, during its prime years of development and playerbase. Minecraft was created by a 29 year old swedish developer named Markus *Notch* Persson to make something truly unique (that didn't age well) that ended up selling more than 15 million copies by the time it was sold to Microsoft. 10 years after the deal, it has created \$900 million for Microsoft, a 99.64% decrease. It's not like Microsoft even needs more money as they already install advertisements and straight up bloatware on every windows computer since the launch of Windows 8 in September, 2012. And it's not just Microsoft abusing their power of selling perfectly adequate products and littering them with junk, it's Apple, Google, Amazon, Meta and X Corp. This utter capitalist society we live in today has become corrupt, making us pay more for Operating Systems: it was \$19.95 to purchase a 3.5 inch floppy for Windows 95 but now it's \$147.69 to purchase a USB stick containing the OS or for a download, although its more money for more features, its without a doubt a ludicrous amount of money to pay. It's just people and companies greed to steal people's money, just to get a higher rank. Before Notch sold Minecraft to Microsoft, it was a wonderful game, full of adventure, friendship and fun, being developed by few people and accounting for any complaint or query unlike major companies with thousands of employees leaving you on read. There is a clear difference between a group of developers and a whole mistrusting company, another clear difference is between Java and Bedrock.

## Java (n)or Bedrock

Microsoft wanted to make 'their' game compatible with games consoles. They did this by overhauling their world popular Java edition and recreated it in C++ with janky and buggy gameplay. Recreating an already successful and actively developed game strained Java edition from releasing any major updates as Microsoft main focus was to create a console based version for even more money. By creating multiple games that they have to update in

different languages: Java and C++, it drastically reduced the overall updates the game has been receiving making major updates yearly unlike the frequent updates it overwent during its prime years. This has led to both games lacking features one/the other has. But it's not just the game, it's the community based around it. Java edition has successful multiplayer servers with upwards of 35,000+ players daily like Hypixel, MCC Island, PVP Legacy and others. This proves that it's not the game that hooks people onto Minecraft, it's the servers as it offers more gaming opportunities with minigames and events. On the other hand, Bedrock edition has servers but they are not as active as the Hive (former Java server) with un-vanilla like modifications which overcomplicate the base game. On Bedrock edition it is a pain to move the camera, player and navigate the GUIs as using the controller's thumbsticks make it excruciatingly difficult. And it's no different on Bedrock for PC. Yes, Microsoft for some reason has the games console edition of the game on Personal Computers. Even that is absolute garbage as controlling the players direction is a pain with velocity based movement. Along with its terrible GUIs and lack of setting options and heck, getting to those settings, it puts me and others off of bedrock. And Bedrock has such a complex friending system that if you search for a user and attempt to friend them, you first of all have to have a Microsoft account: email and it does not friend request them, it follows them so you have to get up, go to your PC, go to xbox.com and change that follow to a friend request. At that point you might as well just play Java.

## The future of Minecraft's development

Minecraft is a 15 year old game that has been receiving updates and bugs across its binary versions. It is a real shame that Microsoft doesn't pay the workers for Minecraft: Mojang employees enough money to make updates even though they have billions! Or do they? Or is it Mojang who are wasting their time, releasing 1 update every year with a lousy mob vote (as of right now discontinued due to community complaints) that 1 developer programmed every 3 mobs in a matter of days, so I don't entirely understand why a company of upwards of 1,000 developers can't do it. It's fortunate that Minecraft has Moders, who develop the base game further by adding new items, mobs and performance optimizations. To think that a video game has to have external code implemented into Minecraft is drastic, even Mojang can't make a game that runs on over 60 frames per second on common computers.