

To begin with, guards are among the last to be designed in this data pack. After finishing working on the Jungle Vestiges, I played a lot with it both in creative and in survival. I tested it on several worlds either normal or amplified, locating multiple copies of this structure. Hosting a vanilla survival server myself, I also installed the data pack on it to test how the structure and the boss performed on an actual survival gaming. It turns out that the Jungle Vestiges are all good but lack in protection. Literally, a ruined, wrecked structure deep inside jungles, Vestiges are meant to be lost, dangerous, yet lucrative, attracting. Not only is it where the boss will be fought, but it also contributes to the lore of both the game and this data pack. Loots are found within chests; columns surround the arena. The only element that is yet to be achieved is a security of this structure. Just as fortress is guarded by wither skeletons, Jungle Vestiges are guarded by these undead soldiers. Perhaps they were once alive as the builders of this huge construction, but all that is the matter of lore. Designing these guards are not an easy task. Two things I need to guarantee: these guards are strong enough and must be different from ordinary zombies, and they also have to be blended with mcfuction to make them feasible with data pack. Eventually, I made them highly variable in stats, weapons, and many more. They overall have a better performance than that of normal zombies and skeletons. Their spawning becomes another problem. As of 1.18, monsters must be spawned in complete darkness, something absent in this structure. After several brainstorming, I came up with the solution of using markers to manually spawn them. So comes tons of algorithms to be dealt with, and what you see now is the final solution - balanced and fitting. After all, the goal of this data pack is never to add anything fancy, but to add another taste to vanilla gaming. That's all about the guards in Jungle Vestiges. Have a nice day in exploring these forsaken structures while make your way to avoid being attacked by these terrifying guards :p

The idea of Jungle Vestiges came from one of my dreams that took place in mid-2021. With the near advent of *Caves & Cliffs Part 2*, I dreamed of a structure

that generates in the jungles, comprising of buildings similar to those found in strongholds. It remained a blurred conception, though, as it only took place in dreams – a hidden part of my memory. In fact, it wasn't even recalled until I began working on this data pack. Completing a majority of the functions of Sculk Hive, I began wondering on an appropriate place to encounter and fight against this new boss. An early concept drove me to build two structures where the boss's summoning altar is placed: Sculk Chamber and a secret room in the ancient cities. Both worked to blend with the deep dark style of the vanilla game, yet made a sacrifice of my own creation. What I did was no more than building a few simple structures and write them into world generation. From my point of view, they only **did** their job of introducing the boss into survival game, but they didn't **fulfill** their work. This was just the moment when I was largely inspired by the concept that appeared in my dream: Jungle Vestiges. It took me days to bring it into realization. At first, I intended to make it tunnel-like structure that resembled [an early screenshot of stronghold exposed above ground](#). Indeed, Jungle Vestiges took many inspirations from stronghold: whenever it comes into contact with air, it deletes itself, leaving a 'broken' generation that fits well into the environment. Testing this structure in game, I made a hard decision to remove the adapt noise of this structure, since it would otherwise result in weird tunnel generation. The central platform, or the arena, was modified in compensation. Following future updates to this structure, I replaced the summoning altar at the center of the arena with a statue made of stone bricks. Resembling those traps in ancient sites, the statue activates along with eight columns surrounding and later transforms into the real altar. Loots are distributed throughout the structure. Upon making the loot table, I simply blended those found in jungle pyramids with those in ancient cities to make a hybrid, which in turn serves to suggest the hidden nature of this structure. Well, I guess that's it. Enjoy this piece of construction and fill up the lore tied with it :)

Welcome, PLAYERNAME. Looks like you have discovered the only easter egg

hidden in this data pack: Developer Diary! Yay! There are three different diaries to be found, each describing an aspect of this data pack. Here's the one about Sculk Hive itself.

The idea of Sculk Hive originated from the *Wild Update*, featuring the deep dark and its hidden lore. I decided to design and make a boss that relates to sculk elements and the deep dark biome. After quite a bit of days of making, Sculk Hive comes into reality. The idea of this boss partly came from another boss mob I made two years ago: Fungus Crab, a nether-themed boss corresponding to the *Nether Update*, where player is asked to fight the boss with two phases and many patterns of attack.

The very first idea was 'spreading.' That is, the boss attacks through spreading. This idea is eventually reflected in the first phase where boss attacks those who stand upon sculk blocks. Another idea is 'phases,' meaning that the boss has two phases depending on its health. This is achieved in Fungus Crab by simply adjusting the phase according to health. Sculk Hive, however, implements a more complex mechanism. Incorporating the concept of 'spreading,' Sculk Hive enters its second phase only when it loses all its catalysts.

The second phase was originally designed to be the 'mechanical phase,' where the boss reveals its mechanical inner part and attacks through redstone. While inherited from Fungus Crab, this design doesn't pair well with Sculk Hive since it breaks the lore behind. Eventually, the boss retains its sculk-themed design throughout the battle instead of only at the first phase.

Amidst the development, a final phase was conceived and hence added to this boss. When all its catalysts are defeated, the boss loses its 'shield' and thus becomes vulnerable to damage. The shield's visual effect is achieved through commands. Additionally, the boss is equipped with 'super attacks' in this phase, attempting to kill all potential threats that approach.

The boss represents its health using zoglins. Zoglins have ideal hitbox and almost no properties. Mobs that breed will not satisfy, as the player could interact with them and break the whole mechanism. Spiders are good, but they cannot hide

their eyes when invisible. Zoglins, in this case, seem to be the only choice. The only drawback of this type of mob is that it's undead – well, this doesn't much break the lore.

The loot of the boss didn't come until finishing the boss itself. Originally, I wanted to make a unique loot as the item to re-summon the boss. The idea later underwent several changes to become the Sculk Sword: a powerful sword obtained only by defeating the Sculk Hive. Unlike swords crafted in vanilla game, Sculk Sword recognizes its owner and has special powers against monsters and players. However, when discarded by its owner, the sword enrages to become the altar for summoning the boss. Sculk Sword can also be upgraded/purified to become even stronger, but can no longer transform into the altar.

Another special loot is the potion of luck, through which you get this book. Long existed in creative inventory, the potion is almost useless and is unobtainable in survival game. I decided to add it as a part of loot and easter egg to discover these Developer Diaries :)

So far, Sculk Hive is largely mature. It isn't designed to be anything fancy, but an augmentation to vanilla gaming experience. Have fun adding this data pack to your survival game :)

Best Regards,

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