

Minecraft Java Edition

Minecraft Java Edition (formerly Minecraft) is a sandbox construction game created by Markus "Notch" Persson, is the original version of Minecraft developed by Mojang Studios for Windows, MacOS and Linux. Notch began developing the game on May 10, 2009, officially releasing it on November 18, 2011, at MineCon 2011. Subsequent updates have since been released, with additions such as new gameplay mechanics, new mobs, and biomes.

On September 15, 2014 Microsoft bought Mojang for US\$2.5 billion, acquiring the rights of Minecraft. In 2017, the game received the subtitle Java Edition to separate it from the Bedrock Edition (which was later renamed to simply as "Minecraft" by the Better Together Update).

Cave Game

2009 (pre-classic)

When Notch began the development of the Java Edition between May 10 and 13, 2009, he hadn't yet decided on a name for the game, so it was simply referred under the codename of Cave game tech test or just Cave Game. [1] No logo ever existed for this phase of development (known as Pre-Classic).

Minecraft: Order of the Stone

2009 (LWJGL default logo)

A day later, Notch decided to name the game as Minecraft: Order of the Stone (a reference to the web comic Order of the Stick), but it was simplified to just Minecraft prior to the Classic phase on May 17, 2009. [1]

A logo for this title never existed either, however the default LWJGL icon would display on a couple of the earliest launcher versions available whenever you would open the game.

2009-2011

2009

Minecraft's first logo was originally showcased only at Notch's personal blog The Word of Notch on May 17, 2009. It was designed as the word "MINECRAFT" being formed with cobblestone blocks. [2]

2009-2010 (Indev-Alpha 1.0.3)

An updated version of the previous logo was first seen on the official website on May 22, 2009 and it would later be used in-game when the phase of Indev (v0.31) started on December 23. Changes include that the logo was made brighter and a shadow was added to it. It could only be seen at the menu screen against a wall made of dirt.