GitHub - Fogleman/Minecraft: Simple Minecraft-inspired Program Using Python And Pyglet

Simple Minecraft-inspired demo written in Python and Pyglet.

http://www.youtube.com/watch?v=kC3lwK631X8

Do you like this project?

You might also like my other Minecraft clone written in C using modern OpenGL (GL shader language). It performs better, generates better terrain, and saves state into a sqlite database. Check out this:

https://github.com/fogleman/Craft

Goals and Vision

I would like to see this project turn into an educational tool. Python is a great language for children to learn. This is a good opportunity to get children excited about programming.

It is important that the code be well-documented and easily configurable. It should be simple to make small changes and quickly see the results.

It would be great if the project could be made more like an API / library... a Python Package that you import and then configure to create a world or run it. Something along these lines...

The API could contain functionality for the following:

- Parameters that can be easily set up, such as gravity, jumping velocity, and walking speed.
- Hooks for terrain generation.

How to Run

Mac

On Mac OS X, you may have an issue with running Pyglet in 64-bit mode. Try Python in 32-bit mode instead.

If this doesn't work, you can set Python to run 32-bit mode by default.

This assumes you are using the OS X default Python. This works with Lion 10.7 and default Python 2.7. It may also work with other versions. Minecraft java If not, please raise a problem.

Pyglet 1.2 Alpha, which supports 64-bit mode, is also available:

If you don’t have pip/git

For pip

- Mac and Linux: install with sudo ease_install pip (Mac and Linux) - (Linux), search for a package called something similar to 'python_pip' in the package manager. - Windows: Install Distribute then Pip with the linked.MSI installs.

For git

- Mac: install Homebrew first, then brew install git. - Windows or Linux: Refer to Installing Git From the Pro Git Book.