

Chatfield, Tom (9 January 2022)

Minecraft is an open world sandbox video game originally made by Markus "Notch" Persson. It was originally owned by Mojang, before being sold in 2014 to Microsoft for 2.5 Billion US dollars. [18] The game is the most popular video game ever, with more than 200 million copies sold. [19]

Minecraft lets players explore a blocky world full of various 3D objects. Many of these items are cubes, called "blocks". These include basic terrain as well as resources such dirt, stone or wood. You can also use crafting tables, blast furnaces and looms to make items such as stonecutters, stonecutters, and other interactable blocks. Players can use these to make new items such as tools and armor, as well as different kinds of blocks. [20] Players can then build structures using these blocks, such as buildings, statues, pixel art, and more.

There are three versions of Minecraft: Java, Bedrock, or Education Edition. Java is the original Minecraft version. However, Bedrock is more popular due to its multi-platform nature. Java Edition and Education Edition are written using C++, while Java Edition is written using Java.

1 History 2 Gaming 2.1 Game modes 2.1.1 Survival Mode 2.1.2 Hardcore mode 2.1.3 Creatator mode 2.1.4 Adventure mode 2.1.5 Education Edition

History[change | change source]

Infiniminer was created originally to test random generation of caves. Infiniminer was a game by Zachary Barth that inspired Minecraft. Minecraft's first version for PC was released on May 17, 2009, and was called Cave Game. After undergoing beta and alpha versions, the final version was released on November 18, 2011. A version for Android was released on October 7, 2011, and an iOS version was released on November 17, 2011. [21] Minecraft was initially created by Markus Persson. When Persson founded Mojang Specifications, an independent videogame company, other people began to work on it. Later, the company was renamed Mojang. In 2011, Mojang released a version of Minecraft called "Pocket Edition" (aka Bedrock Edition). It was available for Android and iOS devices. Persson gave Jens Bergensten, also known as "Jeb", the job of main Minecraft developer.

Minecraft was also released on many consoles. Deepspaceii Minecraft was available for download on Xbox 360 via the Xbox Live Arcade on May 9, 2012. It was available for 1600 Microsoft Points (\$19.99). Minecraft was released as a disc in 2013 for the Xbox 360/PS3. On December 10, 2013, a Windows Phone version was released. [22] Versions of the Xbox One and PlayStation 4 versions were released in September 2014. [23] A version for the PlayStation Vita was released on October 14, 2014. The Wii U edition released on December 17, 2015. Versions for the Nintendo Switch, and the New Nintendo 3DS were made available

in 2017. Later versions for the Xbox One and PlayStation 4 as well as the Nintendo Switch were combined into the Bedrock Edition.

Gameplay[change | change source]

At the start of each game, players are placed in a randomly chosen location in the game's world. Players can start breaking down blocks to gather resources such as dirt and wood that can be used later on in the game. You can make new tools with resources, such as pickaxes. This allows you to gather stone from the caves. Different resources require different tools to be collected. For example, diamonds can only be collected with an iron pickaxe, or one of a better quality.

The game world is mostly infinite. The game's procedural generation allows players to explore new parts of the world. The game generates different kinds of terrain in biomes. Different biomes will have different blocks. For example, a taiga biome will have lots of spruce trees and snow, whereas a plains biome will have lots of grass. You can also find different structures throughout the world, such as mountains and villages.

Non-player characters are called "mobs" in the game. Mobs stand for mobile entities. There are many mobs in Minecraft. Some are real-life animals such as cows, pigs and sheep. Some are based in monsters, such skeletons or zombies. Some of these are not found in the real world, but are unique to Minecraft. Each mob can do different things. Players can slaughter cows to get leather. This can be used for items or beef that can then be cooked to make foods. The Creeper, a hostile mob, will approach the player and then explode. This can cause so much damage that it can kill the player. It approaches you slowly and explodes if it gets too close.

Minecraft has very few objectives. Players have the freedom to choose how they want their game to play. Players can choose to battle bosses such as the Ender Dragon and the Wither, or to explore the world and build. If they defeat the Ender Dragon, they will see the credits. [24] Minecraft also offers many Achievements, called "advancements". These can be simple things such as sleeping in a bed for first time or more complex things such as discovering every biome within the game. Both boss fights as well as advancements are optional.

In addition to the default dimension the player starts in (called the "Overworld"), there are also two other dimensions in Minecraft - the Nether and the End. Both can be accessed by special portals. The player can make Nether portals using obsidian and flint and steel, but End portals have to be found in strongholds. While it is not necessary for the player to travel to these dimensions they have many other items and enemies that are not found in Overworld. The Ender Dragon is only able to be fought in this area. The player can then choose to return to the Overworld or to travel to the End Islands to find an End City and obtain an Elytra.

Game modes[change | change source]

Survival mode[change | change source]

Survival mode allows players to gather resources from the world to create many different items. You can make new blocks, tools, or armor. For example, players can turn wood into planks at the start of the game, which lets them make lots of things, like crafting tables and tools. Players can also place down these planks to build things, like houses.

In this mode, players can choose to have a healthy bar or a hungry bar. The health bar can be represented by 10 hearts and the hunger bars as 10 steaks. Each steak and each heart is worth two points of health and two points of hunger. When players are attacked by monsters, lose their air underwater, fall from high places, fall into the Void, or their hunger bar is completely depleted, their health bar will decrease. Players can heal themselves by sitting still, drinking healing potion, and/or if their hunger bar is full. Players will experience hunger if they move too fast, sprint too much, or walk too little. They won't be able to sprint if they are starving. They can eat food to satisfy their hunger.

Monsters will attack players during the night. Players can build a house to defend themselves from these monsters. A player who sleeps in a mattress can skip the night and go straight to the next morning. However, they cannot sleep if there is a monster near their bed.

By keeping them in their inventory, players can only have a limited number of items at a time. If the player dies, they drop their items, unless they have turned on Keep Inventory. If the items are found before they disappear, players will be able to get them back. The player can then respawn and return to their spawn point. You can change your spawn points by using items such as beds. A player can place a bed in their home to respawn, while in the Nether, players can use a block called a "respawn anchor" to respawn there.

Survival Mode has four levels of difficulty. The more damage that monsters cause, the higher the difficulty. In addition, certain mobs will gain certain abilities at higher difficulty levels. The default difficulty is set to normal for new worlds created by a player. On peaceful difficulty, no monsters spawn, and the only way players can die is by deaths that aren't from mobs, such as falling from a high place, being in fire or lava, drowning, suffocating inside a block, or falling into the void.

Change Source]

Hardcore mode is a survival mode that is similar to survival mode. However the game is set at the hardest difficulty which cannot be altered. The player cannot enable cheats while

creating the world. They can only do this if they use "Open to LAN" in the game menu. If a player dies in hardcore mode, they can not respawn, and can only play the world in Spectator Mode. Cheats enable cheats so the player can use commands to change the game's mode to play survival mode again. This game mode only exists in Java Edition.

Ultra Hardcore Mode is a special version that allows players to play hardcore mode, but they do not regenerate their health. This mode can be accessed by creating a world in Hardcore mode, enabling cheats using the "Open to LAN" option in the game menu, and using commands to turn off natural health regeneration. This game mode does not allow for the player to regenerate their health. Instead, they must use potions, suspicious stews, golden apples, and beacons.

Creative mode[change | change source]

In creative mode players have unlimited options. This is so they can build whatever they want, instead of having to look for resources.

They can't die and they don't have a hunger or health bar. However, you can kill a person in creative mode (if you have cheats on) with the /kill command in the Java edition of Minecraft. If they fall into void, players in creative mode can also be killed. Players can also optionally fly to reach places they normally couldn't.

Spectator mode[change

In spectator mode, players become a "spectator". Spectators can only look at the world and not interact with it. They can't place blocks or use objects. They are invisible to other players.

Spectators can fly anywhere in the world, or they may view the world from the perspective of other players or mobs. They can also see what they see through their eyes, so they can see what they see. This game mode can only be found in Java Edition or the Bedrock Developer Edition.

Adventure mode[change | change source]

Adventure mode is intended for community maps. By default, the player can't place or break blocks, or do any other actions.

change source]

Education Edition is a version of the game mostly used for schools. Bedrock Edition has some of the same features as this mode.

Multiplayer[change | change source]

Players can play on the same Minecraft world together by using the multiplayer mode. They can connect to an internet server by either typing in the address (usually an address on an IP address) or making a game over the local area networks (LAN). Only players on the same network are allowed to play in a LAN game. Much like the rest of Minecraft, players can choose what they want to do. You can choose to either fight each other or work together to survive. All game modes can be played in multiplayer.

Minecraft Realms[change | change source]

Minecraft Realms is a special version of the original multiplayer. Realms are multiplayer servers hosted by Mojang. Players can rent them for a small fee. In Minecraft Realms, there are several "mini-games", which are maps/games created by popular Minecraft users.

Community[change | change source]

Minecraft has a very large community, with many fan forums and multiplayer servers such as Hypixel. The Minecraft community is also one of the largest on YouTube. Many people upload various types of Minecraft content to YouTube, such as parody songs, animations, gameplay, and more. You can also upload content to Forge.

Updates[change | change source]

Minecraft has had many new updates since it first released. These updates are often announced before they are made public. They bring many new features to your game, such new blocks, enemies, or items.

Mojang releases smaller development versions called "snapshots" which players can choose to play on Minecraft Launcher. These snapshots contain a few new features and are being released by Mojang as developers work on the next version. This allows players to test out new features before the full version becomes available.

References[change | change source]

| Sarkar, Samit (6 November 2014). "Microsoft officially owns Minecraft and developer Mojang now". Polygon. Retrieved March 19, 2020. | "Minecraft: New Nintendo 3DS Edition".

www.nintendo.com. Retrieved 3 Feb 2019. | "Minecraft". GameSpot. CBS Interactive. Archived from the original on October 15, 2012. Retrieved 21 October 2012. "Minecraft - Pocket Edition - Android". IGN. Archived from the original on 16/11/12. Retrieved 21/10/2012 "Minecraft: Pocket Edition". GameSpot. CBS Interactive. Archived from the original on 23 Oct 2012. Retrieved 21/10/2012 Brown, Mark (22 March 2012). "Minecraft for Xbox 360 release date announced, amongst others". Wired UK. Archived from the original on 18 December 2012. Retrieved 22 October 2012. "Minecraft Raspberry Pi". Mojang. Archived from original on 27 March 2013. Retrieved 27 March 2013. "Amazon's first Fire TV games include in-house titles and Minecraft (update: video)". Engadget. Retrieved 25 September 2018. | Pitcher, Jenna (3 September 2014). "Minecraft PS4 Edition Release Date Confirmed". IGN. IGN Entertainment, Inc. Archived from the original on 1 October 2014. Retrieved 3 Oct 2014. "Minecraft for Xbox One to launch on Friday". CNET. Archived from the Original on 7 October 2014. Retrieved 13 October 2014. "Minecraft: PS Vita Edition Release Date Revealed for North America". IGN. 10 October 2014. Archived from the original on December 12, 2014. Retrieved 13 Oct 2014. "Minecraft Comes to Windows Phones". Mojang. 17 July 2019. Archived original on December 30, 2014. | "Announcing Minecraft Windows 10 Edition Beta". Archived from the original on 9 July 2015. | Makuch, Eddie (7 December 2015). "Minecraft Wii U Confirmed, Coming Very Soon". GameSpot. CBS Interactive. Archived from the original on 7/12/15. Retrieved 8/12/15 | Jones, Owen (19 December 2016). "minecraft.net - Apple TV Edition released!". Archived from original on 27/12/2016 Retrieved 30/12/2016 "New 3DS Version Of Minecraft Announced, Release Date Set For Today". GameSpot. Retrieved 13/09/2017 "Minecraft 0.0.11a for public consumption : The Word of Notch". Tumblr. Archived from the Original on 16 July 2015. Retrieved 1April 2018. "Microsoft Near Deal to Buy Minecraft". Wall Street Journal. 9 September 2014. | Warren, Tom (May 18, 2020). "Minecraft still incredibly popular as sales top 200 million and 126 million play monthly". The Verge. Retrieved December 24, 2020. | Ashdown, Jeremy (11 November 2010). "This is Minecraft". IGN. Retrieved 22/04/2016 "Minecraft Earth: Improved challenges and play from home". 12 November 2019. mojang.com. Archived from the original on November 11, 2014. Retrieved 11 June 2015. "Minecraft PS4 Edition Release Date Confirmed". IGN. September 3, 2014. Chatfield, Tom (9 Jan 2012). ""Ending an endless game: an interview with Julian Gough, author of Minecraft's epic finale"". Boing Boing. Archived from the original on 12 January 2012. Retrieved 19 September 2018. "Update Aquatic is out on Java!". Minecraft. July 22, 2018, Minecraft. 4J Studios has developed ports to consoles;[1] Other Ocean Interactive has developed a new Nintendo 3DS port [2] Minecraft was first publicly available on 17 May 2009,[17] and was fully released on 18 November 2011.