

# Microsoft will Unify most 'Minecraft' Platforms This Summer

Minecraft is set to be released in its final form. In August the Better Together update will launch and unify the game across almost every platform, from iOS and Android to Xbox One and Nintendo Switch. The Bedrock Engine powers all mobile, Windows 10 and Amazon Fire versions of Minecraft. It's now irrelevant which platform your friends use to play Minecraft -- each version will be the same as they will share DLC and updates and all players will be able to build new worlds.

Well, almost all. The PlayStation 4 and Xbox 360 versions of Minecraft aren't part of the initial "Better Together" update.

"Beginning with Xbox One and Nintendo Switch we'll be expanding the code base so that - the majority of our community is united," marketing lead Emily Orrson says.

The Better Together update adds Bedrock to Minecraft on the Xbox One and Nintendo Switch which allows players to play with almost every version of the game. With the update, players on participating consoles get Realms (the game's multiplayer mode) and the recently launched Community Marketplace. Existing worlds will be transferred directly to Bedrock and will be able to play with all DLC players have purchased. The update adds infinite worlds to Xbox One or Switch, which is a significant improvement over the current grid of 3 miles by 3 miles.

Executive producer Jesse Merriam says that "they've been asking for relief for several years, and now they will be in a position to walk straight inside of these worlds and continue to create endlessly."

However, those on PS4, the most adored console of the moment will not be able switch to Bedrock immediately.

Merriam stated that "our goal is to unify all Minecraft players." "Today, we can confirm Xbox One and Nintendo Switch. However, all of our current-gen partners are available and we're looking to connect all Minecraft players. This is all we can confirm today."

The Xbox 360 and PS4 versions of Minecraft will continue to have their own platform-specific names. However, the Java version will be officially called Minecraft: Java Edition. This is what most gamers refer to it as. There's the core Minecraft game and three fragmented editions (PS4, Xbox 360 and Java) which aren't guaranteed to receive the same updates or cross-platform features as the main version. It's a great step towards unity, but not the complete leap yet.

Orrson states that "we're extremely closely connected with Apple, Google and PlayStation, Nintendo, Amazon -many times, it just isn't a lot to ensure that we're always available at every location and everything else." "Right now, we're doing our best to keep everyone connected, but it's difficult to think through all the scenarios we face."

Microsoft purchased Minecraft in 2014 for \$2.5 Billion. It is only natural that the Xbox One version of Minecraft will be getting some appreciation in this Better Together update. Sony is the company who developed the PS4.

Aubrey Norris, senior global communications manager, stated that "it's not because we don't want or need to exert effort." "We are in discussions with our partners at the moment. We want PlayStation and we're inviting Sony to bring PlayStation players onto Bedrock, but we can't get any further into the details because these are confidential discussions."

Mojang and Microsoft are not finished with Minecraft. Better Together is part a larger push for Minecraft to become an "creative platform." Developers want more than a game. They want it to be the basis for community-driven creativity, innovation, and connection.

The Community Marketplace, which hit Pocket and Windows 10 editions in June was a major element of this change that allowed players to find, purchase and sell their own in-game creations.

Better Together is also paying attention to servers. These servers allow players to experience unique worlds created by passionate fans. The Servers tab will be located between the "Worlds", "Friends" and "Friendstabs when you first start up. This will introduce a whole new set of players to fan-favorite universes like Lifeboat which was developed by a 14-year-old and his father. Lifeboat boasts 6,000,000 players per month. Initial servers landing on Bedrock include Lifeboat, CubeCraft, Mineplex and InPvP.

### How To Crossplay Minecraft

Minecraft is now more independent with its own crafting book.

"We are looking to bring the strengths of all the existing crafting systems together," Merriam says. "The Java edition is known for its ability to discover and experiment with different techniques, and you can go to the crafting grid and try out different things and find the right recipe.

The recipe book will allow users to switch recipes on the crafting grid. This eliminates the need to start the game and find the appropriate Wiki page. But, those who want to play around with recipes are free to skip the book entirely.

"Anyone who has interacted with a dedicated Minecraft player will be aware of an enormous amount of pride the kid will feel when they have the recipe for building a boat," Merriam says.

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