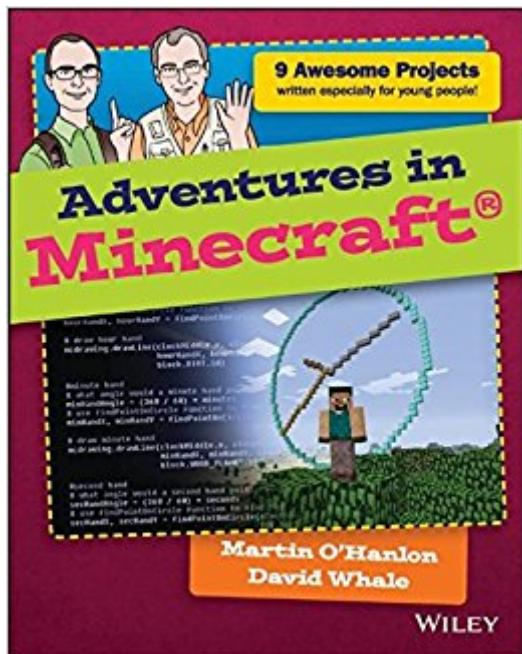


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Adventures In Minecraft



Synopsis

Here's your ticket to a world of adventures with Minecraft and programming. Learn how to extend Minecraft and create a new gaming experience, by exploring the magical world of Minecraft programming. Adventures in Minecraft, like other books in the highly successful Adventures series, is written especially for 11- to 15-year-olds. With this book you will learn new programming skills while having fun with Minecraft! Minecraft programming experts David Whale and Martin O'Hanlon walk you step-by-step through everything you need to know to: Get started writing Minecraft programs in Python on your PC, Mac, or Raspberry Pi Build houses and other structures in the blink of an eye, and make a 3D duplicating machine Write interactive games like a field that charges you rent, and a treasure hunt using magic vanishing bridges Build custom game control panels using simple electronic circuits Easily build huge 2D and 3D structures such as spheres and pyramids Build intelligent objects like a massive Minecraft clock, and program an alien invasion Plan and write a complete interactive arena game Using the programming skills you learn from this book, writing Minecraft programs offers endless possibilities to create anything you can imagine. To make your journey that much easier, the Adventures in Minecraft companion website supplies you with a video for each adventure in the book, downloadable code files, helpful programming reference tables, a bonus adventure, and badges to collect for your Minecraft accomplishments. By day, David Whale and Martin O'Hanlon are software engineers who design computer products. By night, they play Minecraft and develop exciting new programs that interact with the Minecraft world. They both work regularly with young people in schools, computing clubs and at community events, giving talks about Minecraft programming and running programming workshops.

Book Information

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Customer Reviews

I've been teaching my kids (9 & 11) how to program for the past two years. They started off with the Scratch programming language a few years back and now I've decided its time for them to "graduate" to a full blown language. Knowing they like the game Minecraft, I thought combining programming and Minecraft would be ideal, as it would help make programming more interesting for them. This book utilizes the Python language and the Craftbukkit Minecraft server with the Raspberry Juice plugin to implement basically the same Python API that is in MinecraftPi (the Raspberry Pi version of Minecraft). The Pi API is severely limited as compared to the full blown CraftBukkit JAVA API; however, for beginning programmers, this probably will not matter too much. The book is written with an eye toward the younger reader with the use of graphics, images, and color. It is well written and the authors present the material in an age appropriate way. The book progresses from simple hello-world style programs to finally the construction of an entire 'adventure' type game with scoring, building upon what you learn in each chapter. The book is broken down into nine chapters (or adventures as they are called in the book), with each chapter presenting some sort of programming project:

- Chapter 1 - Hello Minecraft World
- Chapter 2 - Tracking your Players as they Move
- Chapter 3 - Building Anything Automatically
- Chapter 4 - Interacting with Blocks
- Chapter 5 - Interacting with Electronic Circuits
- Chapter 6 - Using Data Files
- Chapter 7 - Drawing 2D and 3D structures
- Chapter 8 - Giving Blocks a Mind of their Own
- Chapter 9 - The Big Adventure: Crafty Crossing

The fifth chapter is unique in that it explores wiring up actual electronic components and explores flashing an LED and getting external input from a physical button. Unfortunately, the fifth chapter will probably be a bit much for most younger readers, and will also require the use of a Raspberry Pi and a separate breakout board from Adafruit. While I already have a raspberry pi at my disposal, I'd imagine many other people skipping chapter 5 altogether. From a programming aspect, it covers all the topics that I would consider necessary for a beginner programmer to build a fundamental programming base. I/O, conditionals (if statements, etc) and loops are covered in Chapter 2. Functions are covered in Chapter 3. Indexing and arrays are in Chapter 4, and the rest of the chapters build upon the fundamentals introduced in the first four chapters. The great thing about this book is much of the hard work is disguised as fun minecraft projects. At the end, your child should know the basics of programming (conditionals, loops and functions) and should know enough about them to construct a simple minecraft plugin. Finally, there is an appendix which

covers additional learning resources.

Got this for my nine year old son, who LOVES Minecraft and has been wanting to design his own mods for about a year, but hasn't had the knowledge to do so. He has some beginner programming experience, he's messed around with Scratch a little and gone through a few programming projects on Khan Academy. So even though the book is aimed at 11-14 year olds, since it also says the early chapters had been tested with kids as young as eight, I figured he would do fine with at least part of it. My techie husband did the installation, and he was kinda annoyed that it won't run on Linux, but to be fair, the book NEVER said it would, this is just my husband's problem and I mention it only as an FYI for anyone who is wondering if it works on Linux. The Windows install was quick and easy. That is covered in Adventure 1. Adventure 1, 2, and 3 are the ones they recommend for younger kids. Adventure 1 is the install and a very simple Python program to get a chat window to pop up and say 'Hello Minecraft World'. I think most absolute beginners would need a little help with this adventure, but mostly just to troubleshoot, the instructions are pretty clear and the problem is going to be making sure the kid FOLLOWS them correctly!! :) Adventure 2 teaches the player how to track locations in the Minecraft world, and also how to charge 'rent', which is pretty hilarious. Adventure 3 lets the player make auto-builders in the Minecraft world. That is as far as we have gotten in about a month. He is working on Adventure 4, which is Interacting with Blocks, but it is a little more involved and he is not always 100% careful, so a certain amount of frustration and debugging has to happen. But, all in all, this is a good book for younger programmers with little experience, provided there is someone around who can help them if they get into trouble.

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