MINECRAFT

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General Information

Isaac Regional Council's programming team is currently in the process of developing a town within the SLQ's Minecraft server. Programming in the space is currently being undertaken with a select group of several young people, who have been identified as 'Minecraft Master Builders'. These master builders, along with IRC staff, will continue to build the town space and develop challenges to launch to the wider Isaac Community in Term 4 of 2021.

The Isaac Master builders are held to a code of conduct when entering the Minecraft space. The code of conduct from both SLQ, as well as additional material, is listed below.

- QLD Minecraft Rules - SLQ
- Please remember to be respectful to one another while online. And always feel free to interact with each other in the chat box. Let your team mates know how great you think their builds are and feel free to explore the structures and creations that everyone has constructed.
- We all know how much time and effort is put in to crafting a building or structure. Please do not destroy or alter anything that one of the other master Builders is in the process of creating or has finished creating.
- If you begin a project, please remain with that project until you have completed it and been given the 'completed' tick in the building tasks table. This way we don't end up with random structures appearing throughout the space that leave others unsure on what their purpose is.
- If you would like to try something out creatively that may not fit in with the theme of the town please utilise the 'creative area' on the outskirts of town (Large walled off area).
- Please keep in mind that this is meant to be a 'Cohesive' space. We would like one town where everything works well with one another so before starting your build please make sure to view your allocated task page and think about how you might like to construct your build and what materials you might like to use.
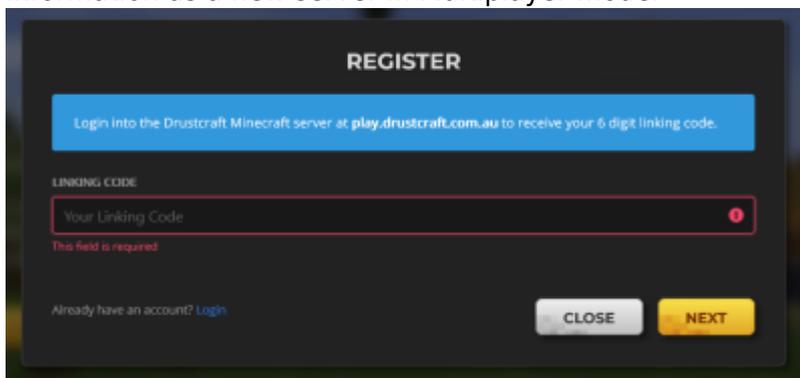
Resources

- *Previous Master Builders* please leave a message on our Feedback Page to help us improve and grow the program. Thank you!

- Please follow the link to register yourself as a player on the required Minecraft server. SLQ Minecraft Server - Drustcraft

To register please click on the register button as seen in the image.
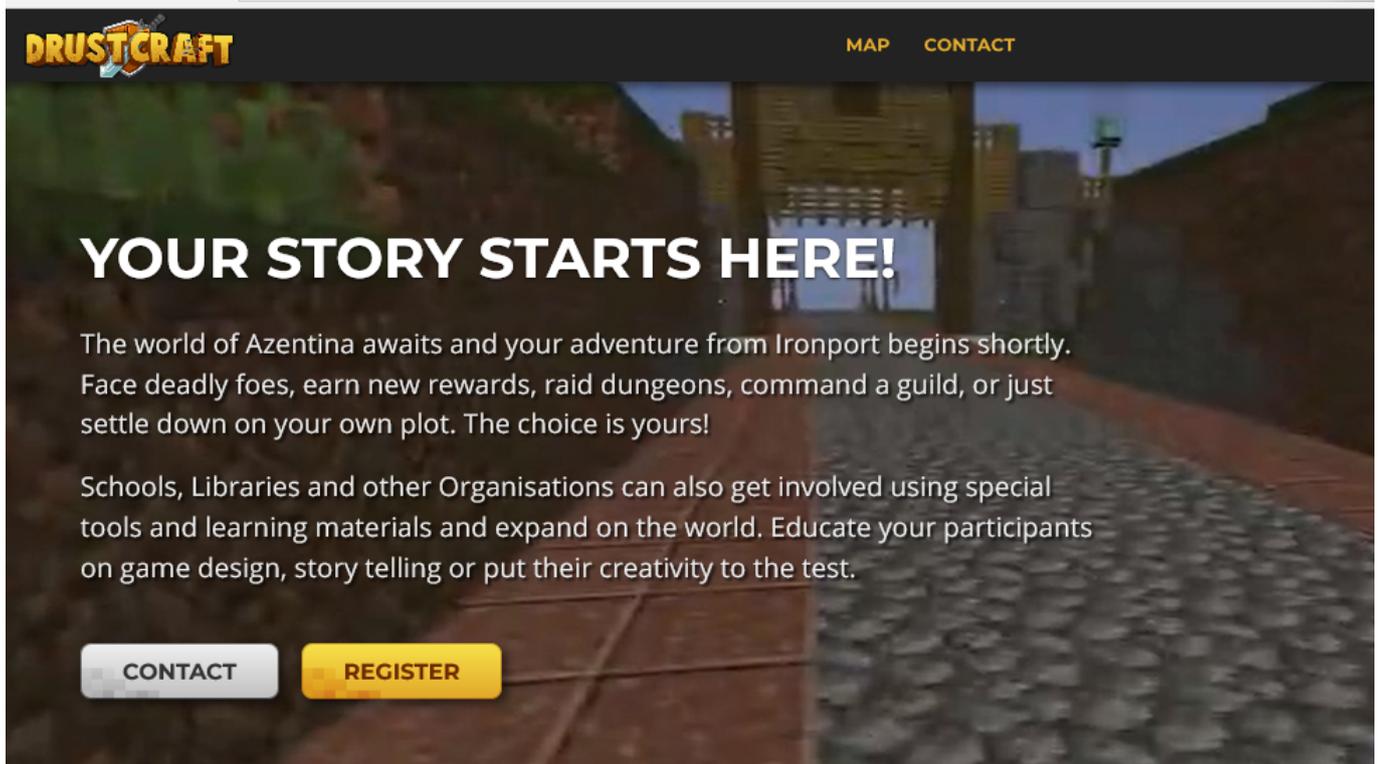
Once you click on this you will then be taken to the page in the image below. This gives you the server address and linking code to enter in your Minecraft application. You will need to enter this information as a new server in Multiplayer mode.

In the following section you will find a number of resources to aid in your Minecraft journey. Please explore them at your leisure.
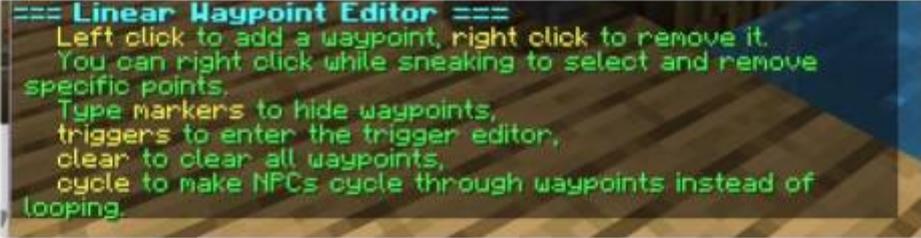
- SLQ Minecraft Map
- WorldEdit Wiki
  - WorldEdit Cheatsheet - Region
  - WorldEdit Cheatsheet - Selection
- Block Tags
- Block States

In the table below are the commands we used in the first three Master Builder session - everything about builder tools. You can find many more listed at the links above.

COMMAND	EXPLANATION	EXAMPLE
/builder	Enable builder tools	
//wand	Enable wand to select area for modification	
// set <brick>	Set area to a specific brick for example for a wall, building or pathways	// set stone_bricks
//expand	Expand your selected area in any direction (forward is where you are facing forward)	// expand 20 forward
//undo	Undo the last thing you did	
//redo	Bring back the last thing you undid	
//contract	Bring selection (from your previously selected area) back	// contract 40
//set air	Set your entire selected area to the air block – you will need to //fixlighting afterwards	
//faces <block type>	When selected a space like a square or rectangle for example for a house, this command only fills the surrounding walls of the selected space and not the inside – does not work for the circle	// faces stone_bricks
//sel cyl	Select a circle instead of a square as your area to work with; left click is the centre of the circle and the two right clicks are the outer perimeters. Select wand before using this command.	
//thru	Get through a wall without punching a hole; stand directly in front of the wall before using the command	

In the table below are the commands we used in the second three Master Builder sessions - everything about NPC's, Shop's and Quest's. You can find many more listed at the links above.

Create an NPC

Command	Explanation	Example
/npc create	Create a new NPC • Each NPC has a number	
To do anything with an NPC you have to select it. To select an NPC use a stick and right click on the NPC.		
/npc rename	Give the NPC a different name	
/npc moveto	Move NPC to your location	
/npc skin --url	Change the skin of your NPC • Go to https://www.minecraftskins.com/ • Copy the Link [PIC]	/npc skin – url https://www.drustcraft.com.au/skins/guard.png
/npc sit	Get you NPC to sit down	
/npc equip	To equip an NPC first choose an item and put it in your inventory, then type the command and give you NPC the item (put it into the NPC inventory) Items like swords will not be shown until the NPC needs to use them.	

/npc path	A menu will open when you type this command: Once you left click on the ground a moving circle appears indicating where your NPC is going to walk to and back:
/npc speed	Set how fast your NPC is moving, make sure it is always realistic and that your NPC's do not move around to much. An NPC that moves cannot be a shop or quest giver as they will not stop to interact with players.
/npc inventory	This command will bring up the NPC inventory, you can give your NPC swords and armor – keep it simple though: one sword and one shield so they know what to use.
/npc spawn	Set the spawn point. This is where the NPC will reappear once it has been killed.

Create a Guard

/npc create Guard	Create a new Guard	
/sentinel addtarget event:pvp	If one player attacks another, the guard will attack the attacking player	
/sentinel forgive	To stop attacking	
/npc skin --url	Guard standard gear address: https://i.imgur.com/222kB6c.png	/npc skin –url https://i.imgur.com/222kB6c.png
/sentinel removetarget	Stop sentinel from attacking a specific monster	

Create a Shop

/shop create [Shop_Name]	Create a new shop	
/shop list	Bring up a list with all existing shops ➢ Click on a shop edit and you can add or delete content or NPC connected to that shop	
/shop npc [shop name] add	Add a newly created or existing shop to an NPC (this will be added to the last NPC you selected)	
/shop item [shop name] add	Code to add an item to a shop	/shop item General add white_bed

- **Quests coming soon**

Upcoming Sessions

Previous Sessions

- **Friday 9th June:** Let's design some custom skins for our towns people.
- **Thursday 8th June:** Will give time to finish the work form the day before. - There is never enough time for building.
- * **Wednesday 7th June:** Reimagine your buildings in a new world - let James from SLQ guide you as you make final tweaks.
- **Wednesday 14th April:** We will take some time and talk about current and missing buildings, go over the Wiki, missing NPC's and quest's. Tune in to have your say in what need's to be done and what Isaac town is supposed to look like.
- **Friday 9th April:** This session will be the last of the three Master Builder sessions for these school holidays (April 2021). James from SLQ will teach us how to create quests. We will play through all of our new quests, explore the previously created houses without builder mode, NPC and shops. Please follow the Skype meeting link which will be sent to you via Email. **Homework** for session three is to finish your NPC's (giving them skins, placing them around town and ensure they have a spawn point); ensure there is enough lighting in the town and enough guards; finish your buildings using the guide below. Please let us know if you have got any questions in the Q/A section. Happy Building!

- **Thursday 6th April:** We will learn how to create shops with the NPC around town, how to add items and NPC's to shops. Make sure you know which items you want available for the players to complete quests we will create in our next session.
- **Wednesday 7th April:** James from SLQ will dive into NPC's and Quests. Make sure your buildings are complete as we will need them to place NPC's around the town. James will show us how to create NPC's and how to give NPC items, spawn points and skins.
- **Monday 15th March:** In this session we would like you to focus on finishing off your current builds. After watching the below video please go to the Builder Tasks table below and have a look over your individual task pages. Once you have done this we would like to see you make your way in to the Minecraft space and develop your builds to the outlines listed in these task pages. Once you feel happy that you have completed these projects please let the Isaac Staff know via the below Q&A Section.

Video:

<div align="center">Master Builder Session - March Video</div>

Builder Tasks

The below table is dedicated to the building tasks currently underway in our town on the SLQ Minecraft server. Please click on the tasks below for more information regarding your individual builds.

TASK NAME	MINECRAFT USERNAME	STILL TO COMPLETE (As of 3/06/21)
Guard Towers	Kbird	Landscaping (look at the possibility of adding trees, bamboo, grass, flowers etc.)
Shop	Kbird	Landscaping/Pathways
Campsite	Kbird	
Library	Ojemoji123	Landscaping/Pathways. See building page - Inspiration pics (less blocklike)
Zoo	Ojemoji123 & ArmyBunny22	Landscaping/Pathways. See building page - Inspiration pics (less blocklike). Is this space animal friendly?
Pet Shop	NotedSoup489865	Landscaping/Pathways. Hole in ground?
Village Houses (All)	All MB participants	Please remember that these are the houses NPC's live in. Keep in mind what size these houses may have been in the time period we are aiming for.
Bridge	QueenofFaerie95 (Flynn)	
Blacksmith	QueenofFaerie95 (Flynn)	Landscaping/Pathways. Indoors to reflect more of a blacksmith shop.
Community Centre	MoranbahCoal	Building to be completed. Landscaping/Pathways.
Bank	ArmyBunny22	
Temple	seraphina_pekala	Pathway
Underground Catacombs	seraphina_pekala	More pathways and areas to break blocks
Tavern	seraphina_pekala	Pathway
Barn & Fields	QueenofFaerie95 (Codie)	

Tree	QueenofFaerie95 (Codie)	

NPC's - Shops - Quest's

The below table is dedicated to the NPCs, Shops and Quests in Isaac Town.

Guards:

- Functions should include: Protect against Mobs & PvP
- Have in their inventory a sword and a shield
- Have a spawn point and one path point to come back to after fighting/dying
- All guards should wear the same uniform: /npc skin –url https://i.imgur.com/222kB6c.png

NPC's	Function	COMPLETED
(15) Plotmaster		
(19) Luna - Temple Priestes	Quest 7 Find Dion; Quest 17 Protect Luna	
(20) Dion - Luna's son	Quest 7 Find Dion	
Guards	See below	Incomplete
(90) Michael - Storyteller	Shop: Cartographer	
(91) Bob the Manager		
(92) Bob		
(93) Gareth		
(94) Clerk Sapphire	Shop:	
(96) Mary - Stefan's wife	Shop: General	
(97) Olvu		
(98) Stefan - Mary's Husband		
(99) Harald		
(101) Dylan		
(102) Rase	Shop: Warrior, Miner	Issue: Players cannot get to Rase
(103) Sergent Tyler		
(134) Pub Owner Richard		
(135) Flinty	Shop: 'Farm Supplies'	
(136) Librarian Prachi	Shop	
(137) Melissa	Shop	
(139) Sally	"I am all sold out"	
(144) Trainer Zane		
(145) Jade		
(147) Cynthia		

If you have any questions relating to the Minecraft Master Builder program outlined above, please direct them to the section below. Please read our Comment Policy before commenting.

~~HERO-IMAGE

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[Back to IRC Wiki](#)