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Create Your Own Minecraft Adventure

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Minecraft on Raspberry Pi

“Creative Mode” only

Therefore we can place blocks however we want, but the Minecraft world is completely “static”.

But...

There is a Programming Interface that we can use to interact with Minecraft by writing programs in Python.

Python Programming Interface

- Get / Set the Player location
 - “Send” the Player somewhere
 - Stop the Player moving past somewhere
 - Detect when the player is at a certain location
- Get / Set Block(s) at any location
 - Create something in the World
 - Change Something in the World
- Detect any block being “hit”
 - Trigger any of the above
- Interact with the player by giving them messages

Some Examples:

We could place objects at locations that we remember for the player to find. When the player reaches one of the locations then they have “collected” the object. We can then remove the object from the world.

We could have a door that we refuse to let them past until they have collected enough objects.

We could have a block that when hit reveals a secret passage.

Let's see how that all might work in practice...