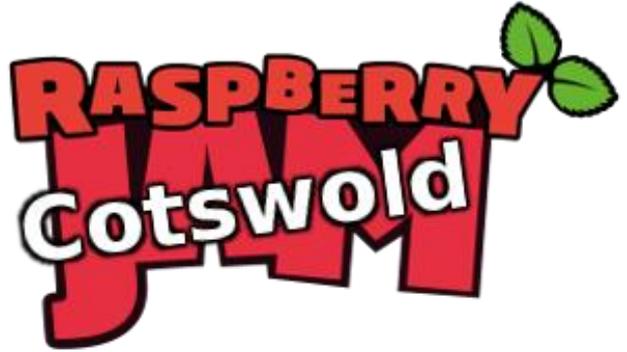


Raspberry Pi Minecraft Dungeon Maze



Tutorial by Steve Martin and Andrew Oakley
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To start Minecraft, click the Pi menu - Games - Minecraft Pi

Click Start Game then click an existing game or click Create New

TAB key to switch between the Minecraft world and the normal mouse on the desktop. The TAB key is to the left of the letter Q.

ESC for the game menu.

Mouse to look

WSAD to move

SPACE to jump

Left-click to destroy a block

Right-click to create a block

1-9 to select a type of block

0 to select the sword

E to reassign blocks 0-9

SPACE twice to fly

SPACE twice again to stop flying

SPACE once while flying to go up

SHIFT while flying to go down

To code with Minecraft, leave Minecraft running. Press the TAB key to release the mouse from the game, so you can use the mouse on the desktop.

Click Pi menu - Programming - Python3 (IDLE)

File menu - Open - python/minecraft-dungeon/myDungeon.py

```
from Dungeon import Dungeon
dungeon = Dungeon()
entrance = dungeon.create()
room1 = dungeon.newRoom(entrance, "N")
```

Run the program with Run menu - Run module. You should see a staircase down to a room.

Add more rooms to the program, for example:

```
room1 = dungeon.newRoom(entrance, "N")
hallway = dungeon.newRoom(room1, "N")
bedroom = dungeon.newRoom(hallway, "W")
lounge = dungeon.newRoom(hallway, "E")
```

Make a maze!