Minecraft RPG Design 5-6 Syllabus

Course Goals

1 Intro to RPGs
Students are introduced to the history of role-playing video games and traditional elements of the genre.

2 World Building
Students develop an immersive world for their game story, featuring a distinct history, culture, and economy.

3 Player Experience
Students design their games to create a challenging and enjoyable play experience for the user.

4 Character Creation
Students use a variety of software tools to customize their player and non-player characters.

5 RPG Design
Students create an RPG Minecraft world featuring a variety of quests, custom characters, and new tools and items. They take their files home and can share them with friends and classmates.

Course Topics

1 RPG Tropes
Students learn about traditional elements of the RPG genre, and discuss games which have established and defied these trends.

2 Story Development
Students spend time developing characters and their world to create an engaging story with a sense of pacing and plot progression.

3 Modding Minecraft
Students learn to create and use "mod" files to add and alter content in the standard Minecraft game.

4 Creating NPCs
Students use the expansive CustomNPCs mod to create non-player characters of all shapes and sizes.

5 Quest Design
Students design several different types of quests which can be completed by the player for a reward, including traveling to a specified destination, defeating a given enemy, or collecting certain items.

6 Jobs, Roles, and A.I.
Students assign behaviors to their NPCs to make them more interactive.

7 Dialogue
Students create branching dialogue trees for their characters, with different conversations carrying different consequences.

8 MCreator
Students use the MCreator software to create new blocks and items to further enhance their RPG world.

Course Schedule

Day 1

Introduction to RPGs
Students learn about the history of role-playing video games, and discuss the tropes and traditions of the genre.

Minecraft RPG Examples
Students explore example worlds created with the software tools used in the course.

Build Your World
Students consider elements such as history, culture, and conflict to help make their fictional worlds more compelling and realistic.

Day 2

Intro to Custom NPCs
Students learn about the basic features of CustomNPCs, an expansive mod which can be used with the Minecraftedu server.

With a Wave of My Magic Wand
Students use the NPC Wand tool to create characters of all shapes and sizes.

I Think I'm a Clone Now
Students use the Mob Cloner tool to copy and save their finished NPCs.

Lesson: More than One Way to Skin a Steve
Students learn about MCSkin3D and other means of altering or creating custom skin textures.

Texture Editing in MCSkin3D
Students work from a number of different perspectives to create custom skins for their game characters.

Day 3

What is Your Quest?
Students learn how to construct an RPG-style quest in CustomNPCs, as well as how to implement the rewards and achievements it triggers.

Questing Practice
Students design a quest based on the instructor's demonstration.

You Can Call Me A.I.
Students manipulate artificial intelligence settings to affect the behavior of their NPCs.

Take Command
Students practice using mod-specific command statements to gain greater control over their world.

Day 4

Fractious Factions
Students use "faction" settings to alter NPCs' allegiance toward the player character, from hospitable to hostile.

Get A Job!
Students assign "jobs" which their NPCs will carry out irrespective of the player's actions.

On a Role
Students give their NPCs "roles," more complex sets of behaviors based on conducting transactions with the player character.

Day 5
Speak the Speech
Students go through creating dialogue trees, with different conversations producing different end results.

Day 6
New Blocks in MCreator
Students learn the basic layout of MCreator and go over how to create a custom block.

One Block, Two Block, New Block, Blue Block
Students create new blocks in MCreator and test them in their RPG world.

Tool Time
Students create tools and other custom items in MCreator.

Gonna Take Up My Sword and Shield
Students create a variety of tools, items, and weapons, including those capable of launching projectiles.

Day 7
Mounters & Pathers: Expanding Your NPC Arsenal
Students learn about some of CustomNPCs' other tools that may prove useful as they embark on their final projects.

A Carpenter By Trade
Students use the Carpentry Bench to create recipes for players to craft new items.

Day 8
Final Projects
Students work on building their final RPG, complete with characters, quests, and a compelling story.

Day 9
Final Project (Continued)
Students continue to work on their final projects.

Day 10
Game Day
Students spend the final class play-testing each other's projects.

Updated on 3/21/2019