Minecraft

Minecraft is a sandbox game that allows the player to create and destroy their generate world to their desire. Players can mine a given block in the world and take that block and put in their inventory as they can use it to place it again in the world to another place in that world. Along with the mining, players are also able to craft their blocks to other kinds of blocks or items that can help mine blocks faster, use a weapon, or to harvest other blocks that we not possible just by mining them. The player has many choices when they start their first world, as Minecraft generates a new world for each player that is different from everyone else. When you spawn in your world, Minecraft gives a small tutorial about how to move around and mine, then lets sets you free to do what you want to do. When I start, I mined wood from a tree to start making a house as I have play Minecraft before and know the dangers that wait for me later. Most players probably won't know this and would simply explore the world to get a feel of it. Minecraft also has enemies that will spawn at night of the game and will try to kill you if you come close to them. Each enemy has their own unique way of moving and damaging you like there are Skeletons that have bows that shoot you with arrows, Zombies that slowly walk towards you to hit you, and Creepers that will explode if you get to close to them. The early game choices will be heavily influenced by this especially when you die in Minecraft, you respawn where you originally spawned in the beginning, and you lose all your inventory. This will enforce players trying to defend themselves or make safe places so that they can avoid the enemies. Minecraft also has a hungry system where you must eat something before your hungry bar reaches to zero where you will lose health and evenly die. With these two, central mechanics, Minecraft becomes more of a survival game than just a sandbox game. You start to make choices based on how you can last longer and expand your knowledge of how new stuff is crafted. I began building a house so I can stay safe at night, built a bed to sleep through the night, made wood tools and sword so I can get stone and keep myself alive, gather stone to upgrade my tools and weapons so it can be easier to survive. Minecraft does have an end goal of slaying the ender dragon, but it is never stated to the player that they must do that nor does the game end when you slay it. I know this goal and trying to reach that. I made choices that will help me get the resources I need to accomplish these steps needed to get to the goal.

Why would Minecraft have a survival system to the game and have peacefully music play int the background? Why not just focus on the sandbox mechanics of the game and have players just build? I think Minecraft is more than what the name tells, Mine then craft. Minecraft is about giving players the choice on what they want to do in their world crafted for them instead of having the player make different choices that are laid out for them by the designers. If you just want to build houses in your world, you can do that. If you want to play like a hero saving the world, you can do that. If you want to breed as many chickens till your game crashes, you can do that. Minecraft appeals to a wide range of players as it is not graphically intense so it can play on any machine, easy to pick up and learn, and allows you to do what you want. These mechanics allowed the game to be as big as it is and will continue to be if they keep adding content to the game for players to discover.