

MINECRAFT

Testificates!

Metaphor For The Survivalist Guide to Minecraft

The goal of this tutorial is to give the user a heads up when playing Minecraft in survival mode. It goes with the assumption the player knows very little about how to play the game. The step by step instructions is a great how to tutorial on how to survive your first three days in minecraft. This sets the player up for success in the game and gives them the advantage of knowing how to make tools early on and stay alive. The tutorial is designed to be fast paced and simplistic.

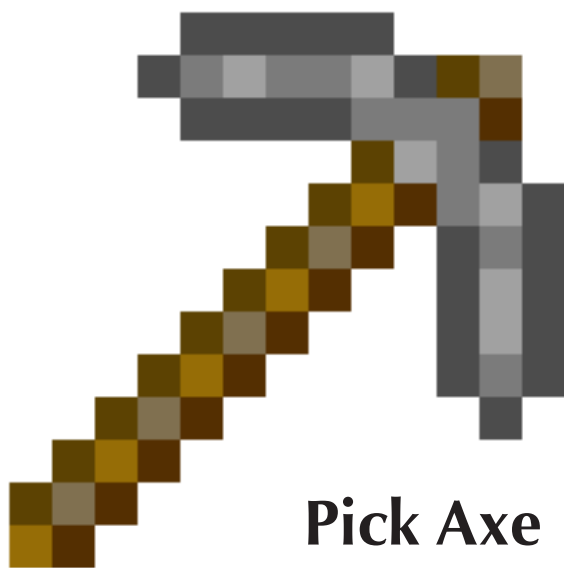


MINECRAFT

Testificates!

Proposal For The Survivalist Guide to Minecraft

Currently Minecraft does not provide a how-to guide with the download of minecraft or instructions on start of game. Players either have to look up online how to play using online forums or work through trial and error. This process can be difficult and frustrating for young children and adults. Most new players cannot get past one night in Minecraft, unless they have the help of an experienced player explaining things. This tutorial will help players create tools and set up a basic living environment all on their own. Interactive quizzes on creatures, patterns for building tools in the crafting table and edible foods will help players have a jump start on gaming success. The game has very advanced techniques, but with this basic tutorial those that might first be discouraged by the steep learning curve will find the process rewarding well learning how to play this wildly popular game.



Pick Axe



Treatment For The Survivalist Guide to Minecraft

Summary:

The Survivalist Guide to Minecraft will be an interactive tutorial explaining the basics of Minecraft. The tutorial will have quizzes to teach the user how to create the main tools of the game. The pickaxe, shovel, hoe, axe and sword are the basic tools used in the game. There will be quizzes to help the user get to know the combinations made in the crafting table to make these items. Other quizzes will include creature names, and how to make food. The interaction will also include actual game play showing the Minecraft environment and how to create the tools needed. This process will re-enforce the steps needed to create the tools needed to play Minecraft in survival mode. The style of learning will be self paced, solitary learning where the user learns from the tutorial on a single computer.

Target Audience:

Target Audience will be anyone new to playing Survival Mode Minecraft. The audience will range from younger elementary school students to adults. The tutorial will be highly visual to ensure that elementary students with limited reading skills can still understand the tutorial visually. Completion of the course will allow users to have a strong understanding of what they need to do to survive in Minecraft through the few days.

The adults in the Target Audience will probably appreciate the clear cut method and the kids will like the visual explanation of key concepts. This tutorial will be helpful to a wide range of ages. The information will be clear as well as heard in the v/o as well as written.

Technical Requirements:

Basic computer skills are required to use this tutorial. Being able to navigate the internet and use the keyboard and mouse.

This tutorial will be available on the internet. Currently all that is needed is a Flash plugin and an internet connection. I will be working to make this available without the flash plugin through HTML5, however some of the interactive features are not working as expected. Therefore we will assume that the Flash Plugin is needed.

Flash Plugin has to be Flash 9 or newer.

Current flash plugin available at time of Treatment: Adobe Flash Player 11.7.700.169

Program Content:

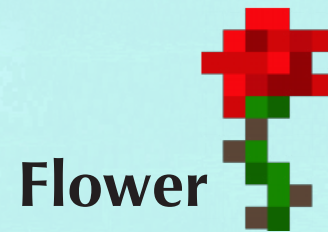
The theme of this tutorial is to educate the user on how to navigate and survive in minecraft. The player will learn the process as the tutorial goes through the first onset of game play. In this way the player will have a step by step guide which considers what they would actually experience in the game. Graphics from game environment, sounds and interactive features will be similar to what the player will experience in the game. This tutorial will focus on only the basics and key to survival.

Topics covered in tutorial:

- Descriptions of game items - name and use
- How to move and navigate through the environment
- Video of actual game play - use of tools / creation of tools
- Interactive Quizzes

Quizzes to include:

- Tool creation
- Creature Identification
- Food Creation and sustainability



Goals of User

Survive the first three days in Minecraft. Most players die on the first night in survival mode, this tutorial will give new players an opportunity to learn the steps necessary to survive in the game. They will know what to expect, in terms of hunger and when it gets dark out. The educational aspect of the as well as hints will be placed throughout the tutorial.

Basic Goals of the User:

- Complete quizzes with an 80% average or higher
- successfully navigate creature identification
- successfully learn where to find and how to harvest food

Program Goals

Increase interest and retainability of new players to the game through game play education. Teach new players the basic tool building skills they will need to initially be successful in the game. Links: to the forum sites for more advanced gameplay will be included at the end of the tutorial, or with complementing subjects.

Program Features and Functions:

The program will have many features including buttons to reveal information to the user. Video of how-to create different tools and harvest food. How too on structure of secure building for night safety.

Features will also include interactive quizzes to match patterns with tool creation. Correct names of monsters, and what the monsters can do. Instruction on what is edible in minecraft. What you can eat in the different environment you might find in Minecraft.

Program will include:

- Video
- Graphics
- Interactive Buttons
- Text to Voice Feature
- Game Audio Effects
- Hints for game play
- Content relative to the game



Creeper

With the demand for information about Minecraft and the number of users, a straight forward basic tutorial would be a great asset. The user would be able to comfortably navigate the world knowing how to create the basic tools needed and have the confidence to explore more of the land without the frustration which comes from constantly dying due to lack of knowledge. This tutorial is designed to retain newer players, who would otherwise stop playing do to difficulty of initial game play.

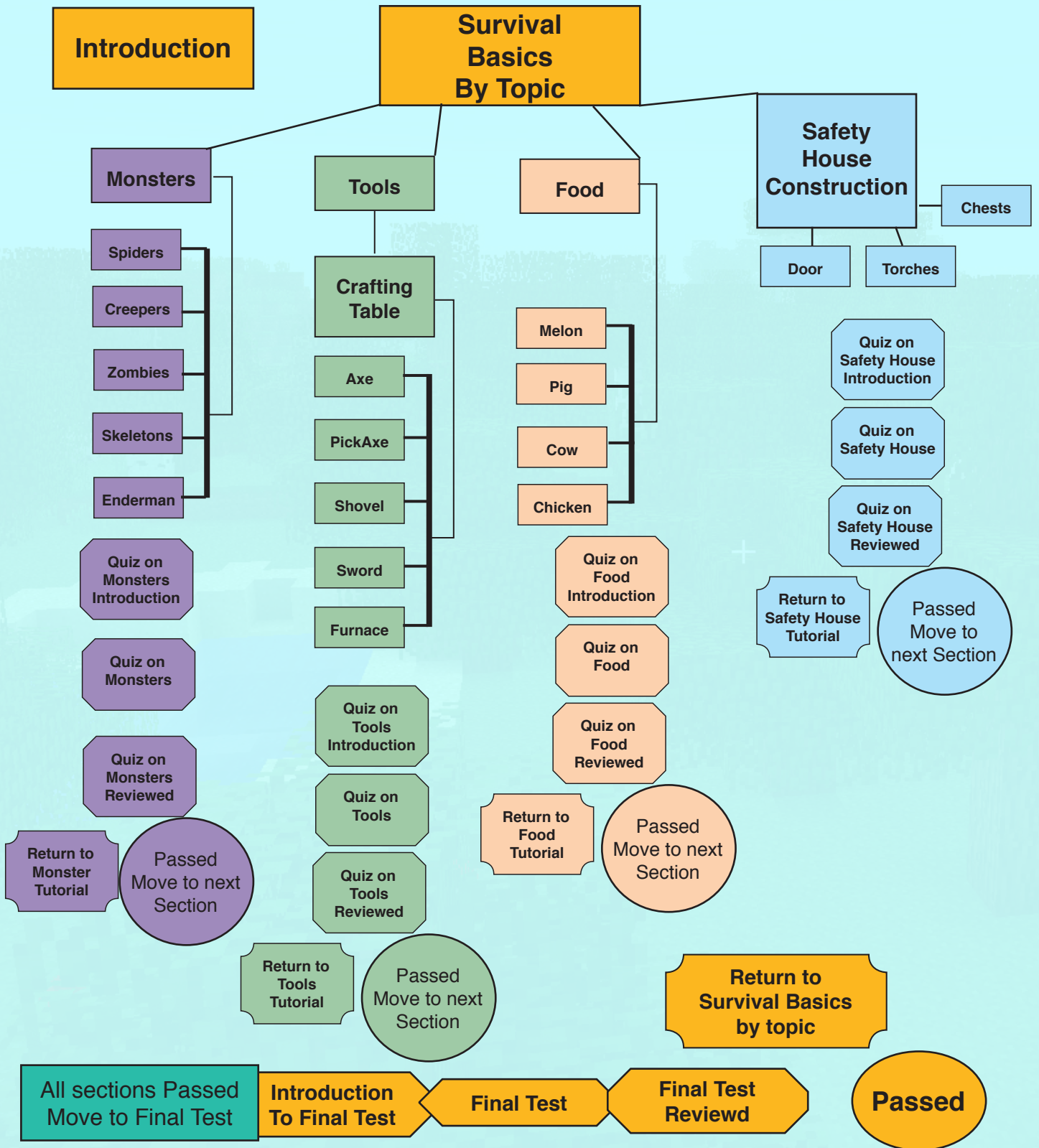
eLearning Program to be used, will be Captivate by Adobe. This program works with the flash plugin and captivate software. It will show what item to click before it is clicked in the recorded portions of the tutorial. It also allows for user interactions, and included quizzes. More information about Adobe captivate can be found at:

<http://www.adobe.com/products/captivate.html>

Tutorial for Minecraft:

<https://minecraft.net/>

Flow Chart For The Survivalist Guide to Minecraft



Content Inventory:

Introduction Screen:

- This will have the logo on top
- Start button for the tutorials

Start Screen:

- show the 4 sections of tutorial.
- logo in upper left corner
- The tutorials will have images for each section
- Start button for first tutorial.

Tutorial Section Start Screen:

- Shows list of topics to be covered.
- Shows images of each topic.
- Start button for first topic.

Topic Screen in Section

- Logo upper corner
- Video / Image on left side
- Information about topic right side
- Video with audio when appropriate

Introduction to Quiz

- Logo upper left
- Text explaining this is the end of section quiz
- Button to begin quiz
- button to go to start of tutorial

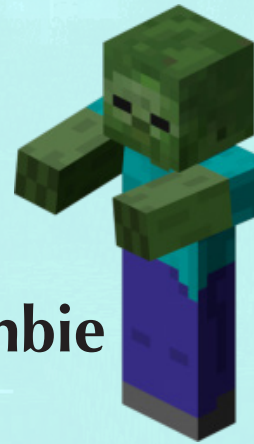
Quiz Screen in Section

- Logo upper left corner
- Upper header explains how quiz works
- Type will include (Matching, Multiple choice, true / false, fill in blank)
- Images will be used when appropriate
- Next, back, clear, submit, try again. Will be options on test
- Test will tell correct answer regardless if question is answered correctly.
- Options to try again and return to tutorial throughout.
- Review test page automatically shows up end of test, option to return to main menu.

Final Screen in Tutorial

- Logo upper corner
- Thanks user for using the tutorial and congratulations on completion.

Zombie



Project Outline For The Survivalist Guide to Minecraft

Introduction Screen

- What is going to be taught and logo

Survival Basics

Topic Screen in Section

Shows the 4 sections with images
Sections will be Monsters, Tools, Food
and Shelter

Section 1 Monsters

- Creepers
- Spiders
- Zombies
- Skeletons
- Enderman

Quiz at end of Section 1

Section 2 Tools

- Axe
- Pickaxe
- Sword
- Shovel
- Furnace
- Crafting Table

Quiz at end of Section 2

•

Section 3 Food

- Cow
- Chicken
- Pig
- Melon

Quiz at end of Section 3

Section 4 Shelter

- Making a shelter
- Door
- Torches
- Chest

Quiz at end of Section 4

Final Test Screen in Tutorial

- *Final test on all of the sections*

**Final Screen Congratulations on
completing the tutorial**



User Interface:

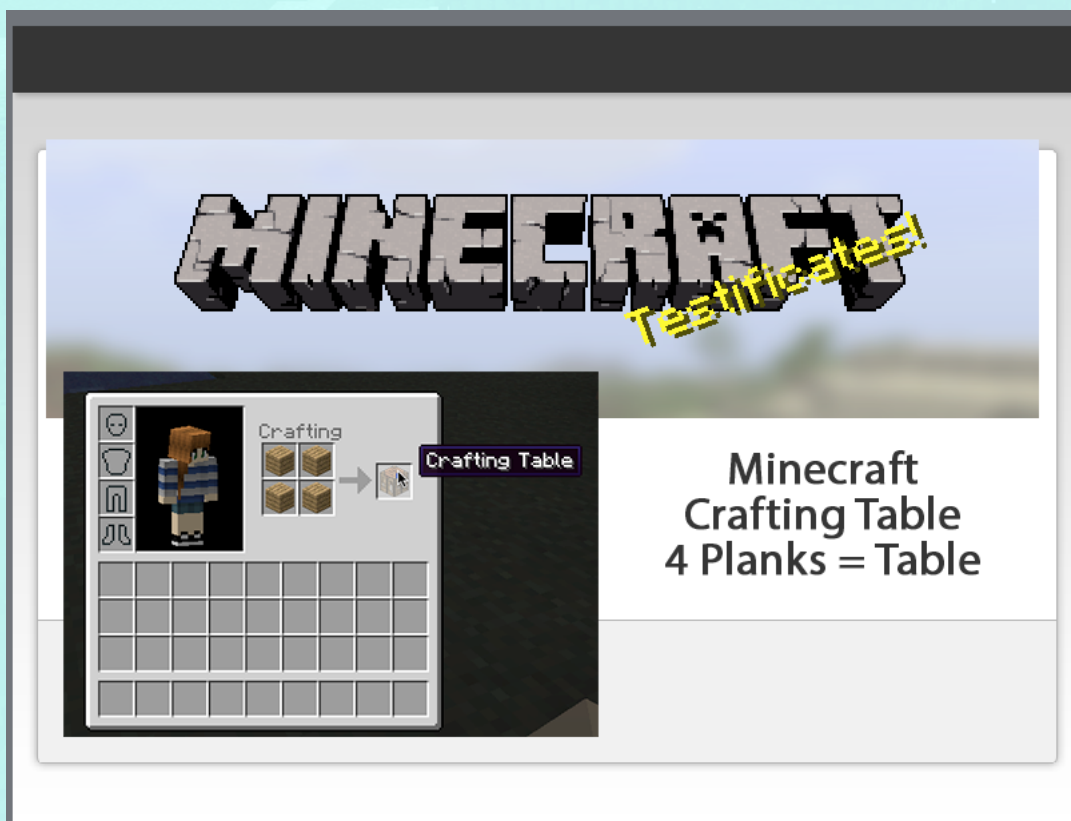


<https://kuler.adobe.com/#themeID/2413811>

Theme link

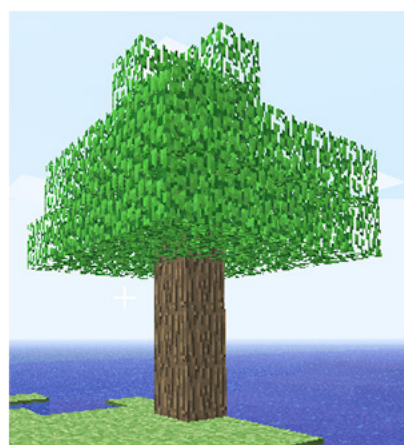
Typography will be

- **Helvetica Bold**
- **Helvetica Regular**



Project WireFrames For The Survivalist Guide to Minecraft

LOGO HERE



← Minecraft Trees

There is different varieties of Minecraft trees.
All the trees can supply wood.

Use your fist to break the blocks that make up the trunk. Later you can build an axe to make this process fastest.

Previous

Next

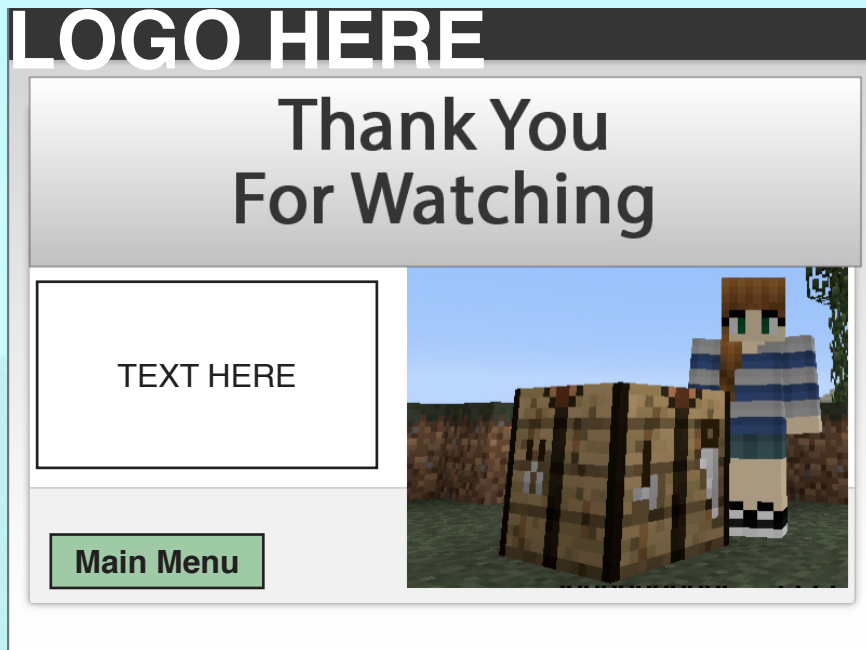
Wire frames for tutorial pages.
Image or Video on left.
Text information on right

Cow

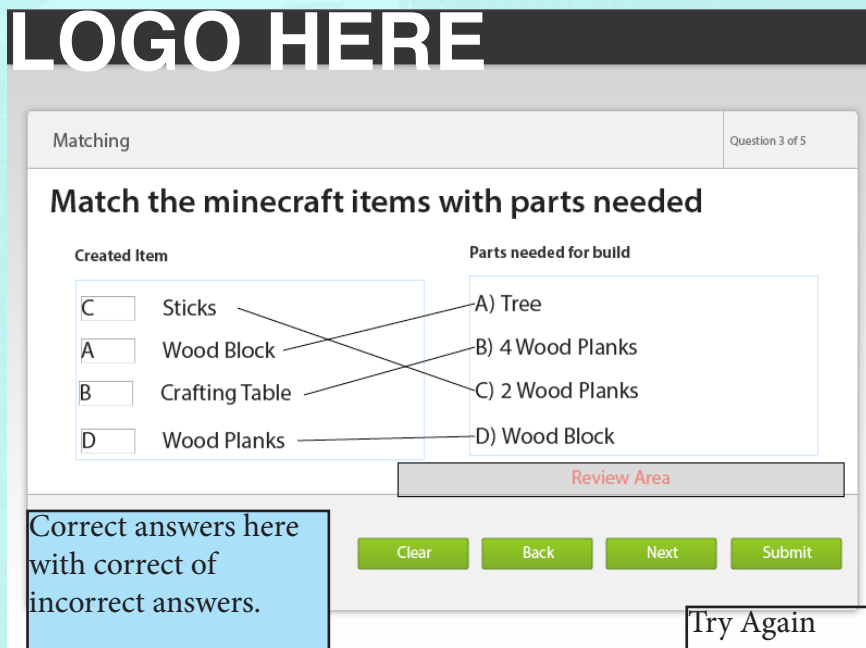


User Interface:

Final Screen



Testing / Quiz Screen



Quiz will have logo on top. Header will explain section and the type of quiz. This quiz is matching for example.

The center will be quiz section.

Navigation below. Correct Answers lower left.

Try again Lower Right