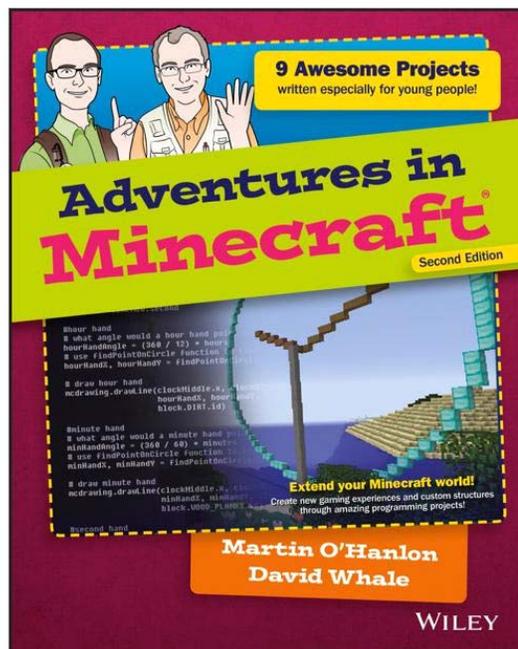


Adventures in Minecraft, 2nd Edition/BOOK 9781119439585



Learn valuable programming skills while building your own Minecraft adventure!

If you love playing Minecraft and want to learn how to code and create your own mods, this book was designed just for you. Working within the game itself, you'll learn to set up and run your own local Minecraft server, interact with the game on PC, Mac and Raspberry Pi, and develop Python programming skills that apply way beyond Minecraft.

You'll learn how to use coordinates, how to change the player's position, how to create and delete blocks and how to check when a block has been hit.

The adventures aren't limited to the virtual – you'll also learn how to connect Minecraft to a BBC micro:bit so your Minecraft world can sense and control objects in the real world! The companion website gives you access to tutorial videos to make sure you understand the book, starter kits to make setup simple, completed code files, and badges to collect for your accomplishments. Written specifically for young people by professional Minecraft geeks, this fun, easy-to-follow guide helps you expand Minecraft for more exciting adventures, and put your personal stamp on the world you create. Your own Minecraft world will be unlike anyone else's on the planet, and you'll pick up programming skills that will serve you for years to come on other devices and projects. Among other things, you will:

- Write Minecraft programs in Python® on your Mac®, PC or Raspberry Pi®
- Build houses, structures, and make a 3D duplicating machine
- Build intelligent objects and program an alien invasion
- Build huge 2D and 3D structures like spheres and pyramids
- Build a custom game controller using a BBC micro:bit™
- Plan and write a complete interactive arena game

Adventures in Minecraft teaches you how to make your favourite game even better, while you learn to program by customizing your Minecraft journey.

About the Author

Martin O'Hanlon (Birmingham, UK) describes himself as a professional geek and amateur snowboarder. Martin blogs about technology, Minecraft and Raspberry Pi at stuffaboutco.de.

David Whale (Essex, UK) is a professional software engineer. He regularly volunteers for The Institution of Engineering and Technology, which provides support at many schools, public workshops and tech camps.