

Things to port

From Modern:

Endermen

Eyes of ender (used for finding spawnners and slime chunks, maybe other things too)

Moon phases? (could control endermen spawning)

From NSSS:

Armor+tool system

Sponges+brick types

Quiver

Hints (w/ NFC harvest indicator)

Compass

Brick and Cobblestone Texture

Bleeding Obsidian?

Cool Ideas

Breaking crops with hoes just drops wheat.

Shrub tree type + better biome color for shrublands

Nether + Biome Reactor

Design Goals:

Add new biome features without changing generation

Give extra use to high expense items

Features:

Biome specific reactors

Design Fixes

Minecarts:

Current design problems:

Boring to interact with

Boosters are difficult to build and require tedious troubleshooting

Minecart system 100% reliant on redstone.

Minecarts are flat design with no progression

System lacks options and player discovery and freedom.

Current system moves one cart at a time, completely independently

Degenerate Gameplay:

Build short inconvenient and ugly rails.
keep resources bunched up in one place.
never experiment with rail system.
treat rails as a redstone component.

Design goals:

Un-link minecarts from redstone
Replace booster system with something more dynamic and easier to use
Allow for long minecart trains which move materials, entities, and people around, not just personal transit.
Give progression options

Propulsion types:

Powered rails only power a Motor Cart, and no longer stop minecarts when unpowered.
Furnace carts move at some speed at least 3x the speed of a pig
Motor carts move at the same speed as furnace carts
Carrot on a stick leads pigs at 2x speed.

How to connect:

Slime+string
String attaches to slimed minecarts and pigs, any entity attaches to string+slime tethers.
Furnace carts can pull 5 carts at full speed, 50% speed penalty for subsequent carts
Motor carts can pull 3 carts and full speed, 50% penalty for subsequent carts

Example Trains:

Pig->chest cart
Motor Cart->cart->chest cart->boat
Furnace Cart->cart->chest cart->chest cart->chest cart->cow

dogs:

Problems:

dogs aren't useful
dogs are annoying
dogs die too easily

Degenerate gameplay:

Tame only a few dogs, and leave them sitting on one single block for the rest of eternity

Design Goals:

Give dogs independence from the player

Make dog taming more interesting?
Give dogs greater purpose in game.
Make dogs more resilient

Dog Beds:

Sit a dog on a bed to tie it to the bed (dogs will pathfind to nearby beds, wait ten seconds, and try to find a different bed to pathfind to)

When a dog is tied to the bed, it will roam near the bed during the day, and sleep in it at night
dogs will pathfind to attack friendly and unfriendly mobs near the bed (they will growl at untamed wolves, and try to scare them off, but not directly attack)

Dogs can respawn at their set bed (see *Dog Collars*)

Dog Collars:

If a dog dies it will drop its collar, right click the collar on the bed and the dog respawns on it.
UNCERTAIN IDEA: Dog collars can be dyed (not on a dog, but while an item) to change what kind of dog it is. Different colors of color result in different textures/models, and different behaviors. (dogs that creepers won't aggro, sheep dogs that shear sheep instead of killing them, etc)

The Nether:

Problems:

Boring

Pointless

I don't ever want to go there

Degenerate Design:

Rarely enter the nether, barely build there.

Design Goals:

Make the nether a place to build in

Make the nether fun to explore

Make the nether worth exploring

Solutions:

Add lava safety measures (a la fire resistance potions)

3 new nether items

- 1
- 2
- 3

Add a reason to build in the nether:

Farmable nether resources

More anti-portal mobs (light level sensitive)

Pistons:

Problems:

Pistons are a client system of redstone

Degenerate Design:

Only redstone enthusiasts use pistons very much

Independent Pistons

Pistons can be independently activated with direct player interaction

Pistons break 2x faster

Beds:

Problems:

Sleeping disconnects the player from the core loop+progression

Setting your spawn is too powerful for such an easy item to acquire

Degenerate Design:

Players skip nights instead of making their home more secure to play at night

Players don't build enough while exploring or travelling

Setting your spawn is too casual an action