

Tutorial for using Minecraft

Youth Camp 2015

This tutorial has been prepared as part of a 'Youth Camp 2015' project funded by Tayplan and the School of the Environment (University of Dundee), and facilitated by Planning Aid for Scotland. The aim of the 'Youth Camp' is to enable pupils to develop future visions of our cities using both interactive workshops as well as through the use of Minecraft. The 'Youth Camp' is to be held on **11 June 2015 (Thu)** at the University of Dundee.

A copy of this tutorial can be accessed from the Project website, <http://www.dundee.ac.uk/geddesinstitute/projects/minecraft/>

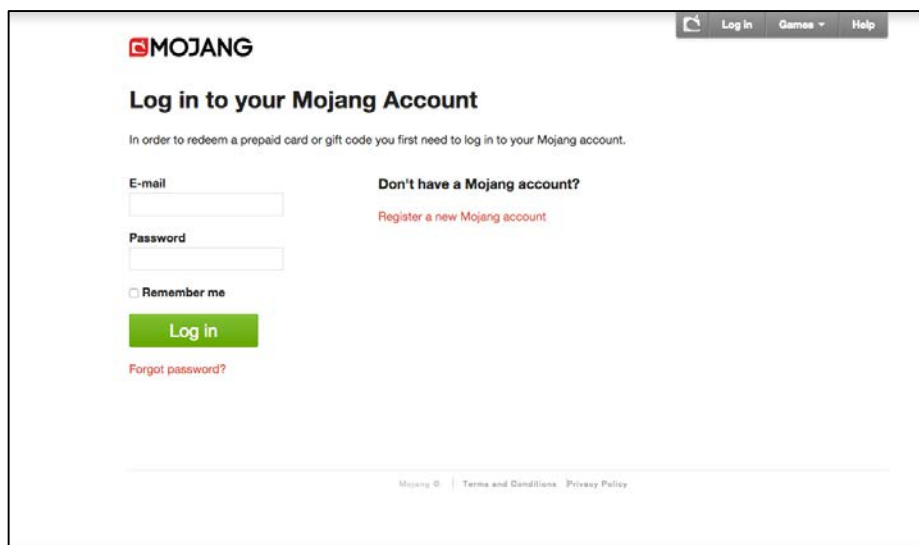
14 January 2015

Preparing Minecraft and Logging into your Account

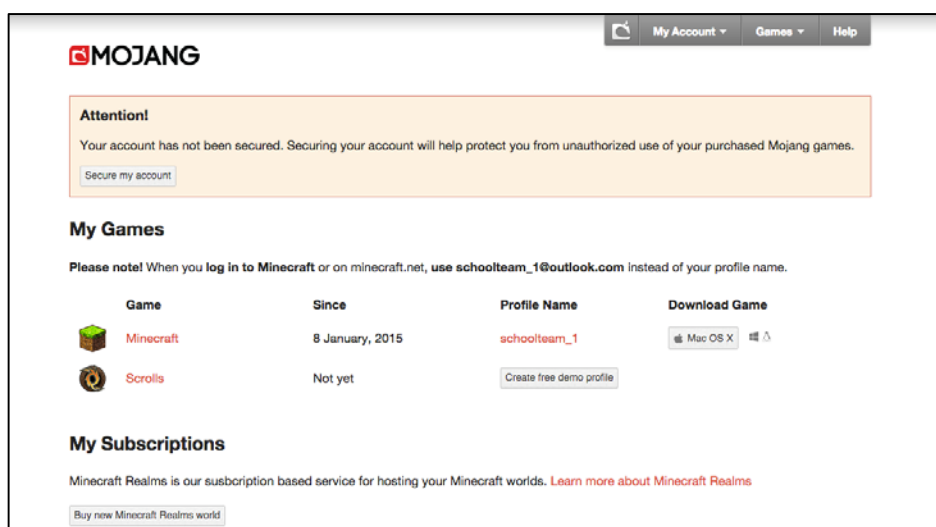
Please follow the instructions below to install Minecraft onto your computer and log in with the details provided by the University of Dundee.

1 Login to your Minecraft account

Go to <https://account.mojang.com/login>. **Login** by using your allocated email and password:

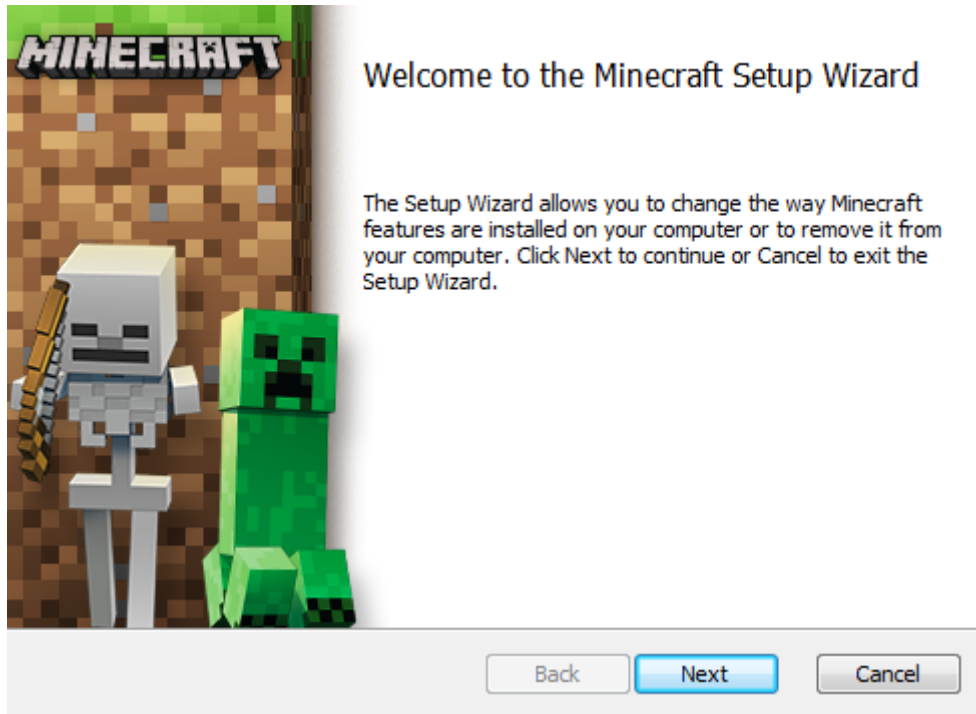


You will be taken to your Mojang account page. Under '**My Games**' and '**Download Game**', click on the relevant operating system (e.g. Windows, Mac OS X, Linux) onto which you want to download the game:

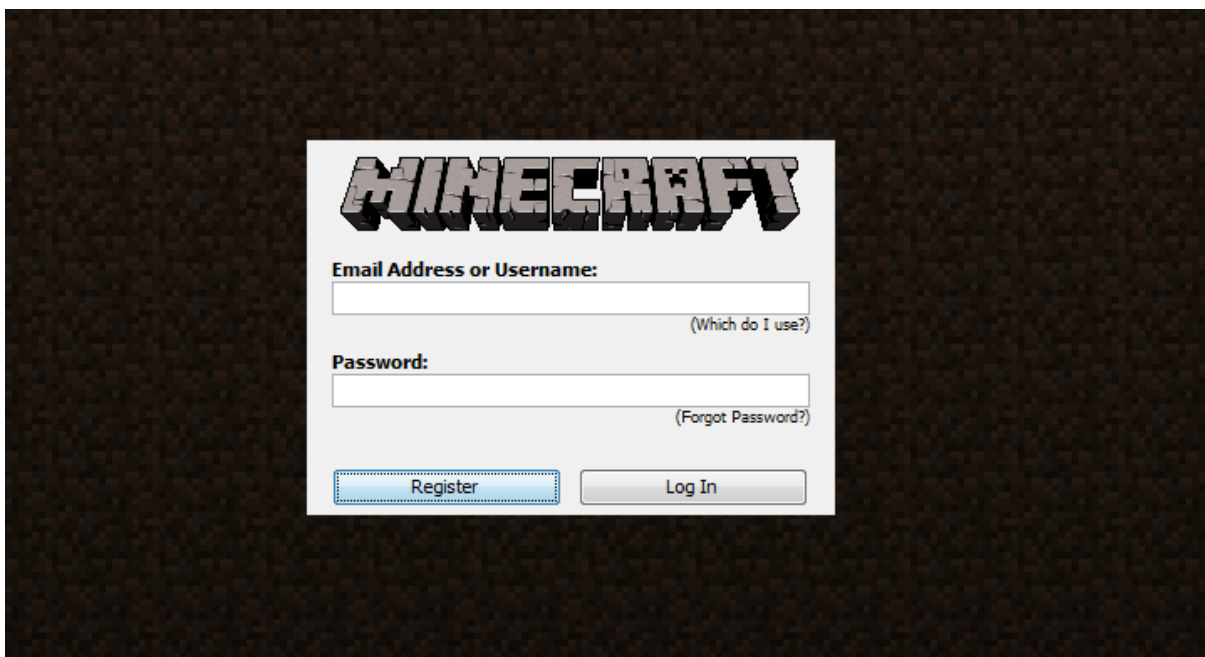


2 Download and install Minecraft

Once the file has been downloaded, open it and follow the on-screen steps to install Minecraft onto your computer:



Find and run Minecraft from your computer's programs list (**Start Menu > All Programs > Minecraft**) and enter your allocated email and password on the following screen:



Click the **Download/Play** button. This will download the necessary files, upon launching the program for the first time, to your computer. Click the **Play** button again if the program does not launch:




Close the program.

Adding the Dundee Waterfront template
















Navigate to the Start menu and enter **%appdata%** into the search bar:




Find and go into the **.minecraft** folder:

Name	Date modified	Type	Size
 .minecraft	14/12/2014 20:54	File folder	

Find and go into the **saves** folder:

Name	Date modified	Type	Size
 assets	21/11/2014 02:02	File folder	
 libraries	21/11/2014 01:45	File folder	
 logs	14/12/2014 20:54	File folder	
 resourcepacks	28/11/2014 19:47	File folder	
 saves	29/11/2014 22:51	File folder	
 versions	26/11/2014 19:14	File folder	
 launcher	14/12/2014 20:54	Executable Jar File	4,648 KB
 launcher.pack.lzma	21/11/2014 00:45	LZMA File	1,069 KB
 launcher_profiles.json	14/12/2014 20:54	JSON File	1 KB
 options	14/12/2014 20:54	Text Document	3 KB
 textures_0	23/11/2014 22:58	PNG File	151 KB
 textures_1	23/11/2014 22:58	PNG File	68 KB
 textures_2	23/11/2014 22:58	PNG File	25 KB
 textures_3	23/11/2014 22:58	PNG File	8 KB
 textures_4	23/11/2014 22:58	PNG File	3 KB

Place the provided **DundeeWaterfront** folder into the saves folder:

Name	Date modified	Type	Size
 DundeeWaterfront	02/12/2014 22:38	File folder	

Accessing the Dundee Waterfront world

On the main menu click **Singleplayer** mode:

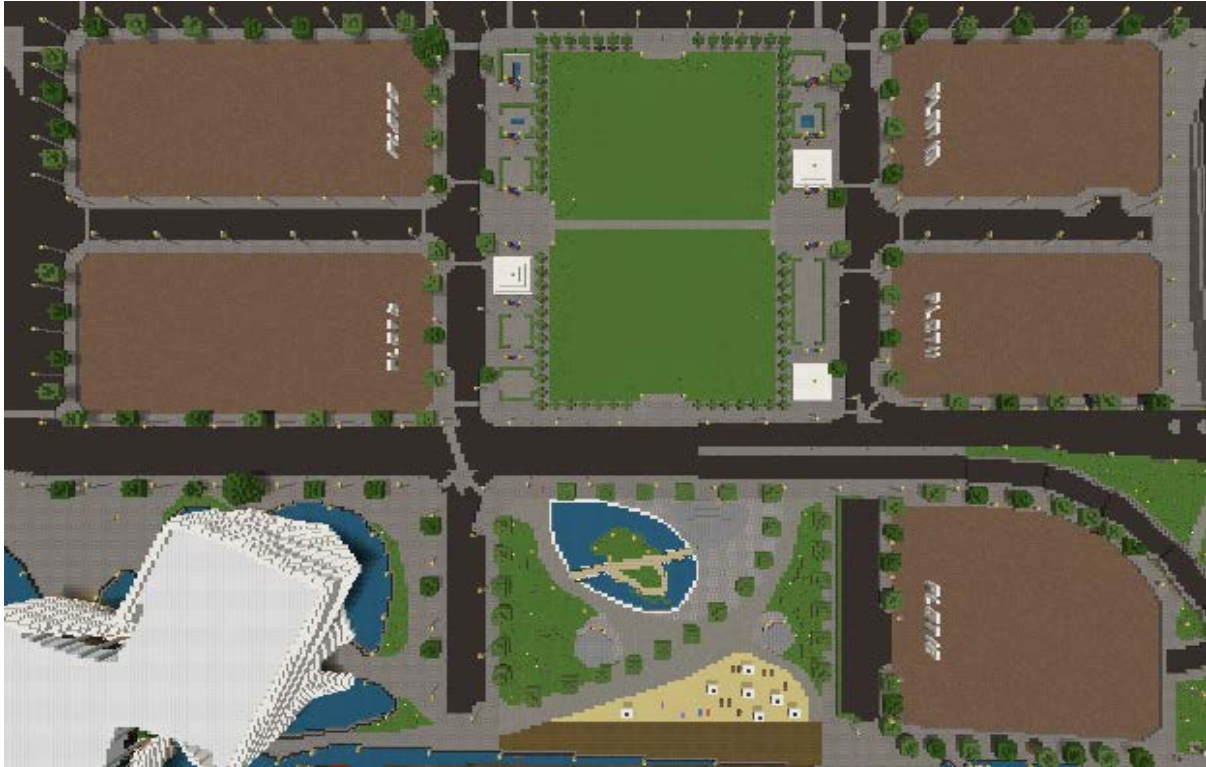


Select **DundeeWaterfront** and then select **Play Selected World**:



Preparing for the event - Practicing as planners

Students are now ready to get creative and practice their planning skills on the designated plots. Students should familiarise themselves with the layout, materials at their disposal and contextual structures used to recreate Dundee Central Waterfront.



Student groups will be allocated an arbitrary section of the Dundee Waterfront at the main event to be held in June. Student groups will be allowed to bring any conceptual drawings, sketches, screenshots or notes of their test designs so as to provide a thought through basis upon submission of the final competition entry, to be created on the day of the main event.

Technical guidance can be requested from the University of Dundee at any time by contacting either:

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Project coordinator

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Andrew Rennie

Minecraft designer/planner

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e: airennie@pkc.gov.uk

Students are recommended to occasionally visit the University of Dundee's dedicated webpage for additional planning information and guidance which could enhance the quality of the final submission. The webpage can be accessed here:

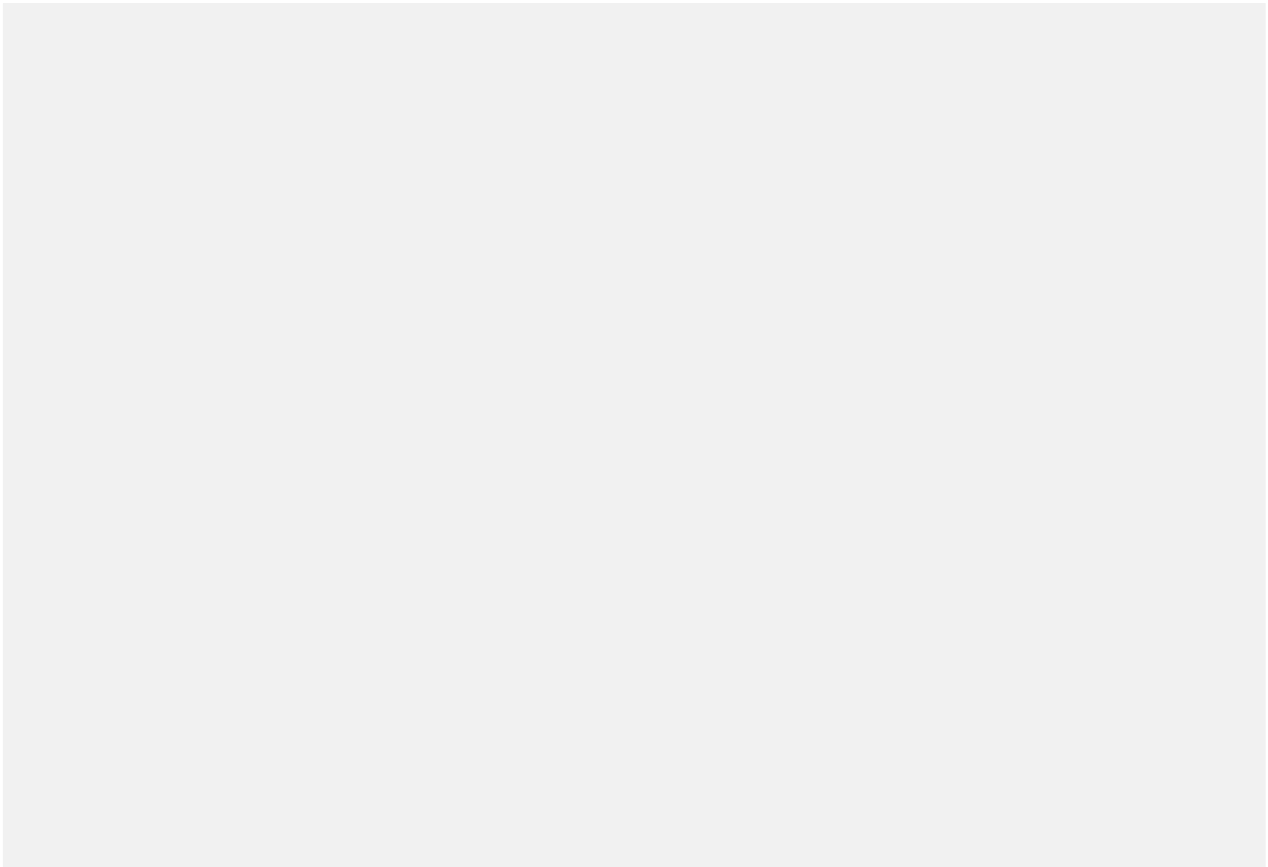
<http://www.dundee.ac.uk/geddesinstitute/projects/minecraft/>

Key commands

For a full list of in-game commands go to **Menu (Escape) > Options > Controls**.

First of all, open chat (**T**) and type in **"/gamemode 1"**, without quotation marks, to switch to creative mode which will unlock the full inventory of blocks and items.

Also, make sure the right difficulty setting is chosen. Go to **Menu (Escape) > Options > Difficulty: Peaceful**


















Known issues

If Java version becomes an issue at any point in the installation process, Java may need to be reinstalled. It is recommended that the school's IT team assists with this. A known working version of Java can be found here:

<http://www.oracle.com/technetwork/java/javase/downloads/jre7-downloads-1880261.html>

Accept license agreement and click **Windows x86 Offline jre-7u71-windows-i586.exe**:

Java SE Runtime Environment 7u71		
You must accept the Oracle Binary Code License Agreement for Java SE to download this software.		
<input type="radio"/> Accept License Agreement <input checked="" type="radio"/> Decline License Agreement		
Product / File Description	File Size	Download
Linux x86	31.58 MB	 jre-7u71-linux-i586.rpm
Linux x86	46.22 MB	 jre-7u71-linux-i586.tar.gz
Linux x64	32.1 MB	 jre-7u71-linux-x64.rpm
Linux x64	44.84 MB	 jre-7u71-linux-x64.tar.gz
Mac OS X x64	48.57 MB	 jre-7u71-macosx-x64.dmg
Mac OS X x64	44.52 MB	 jre-7u71-macosx-x64.tar.gz
Solaris x86	52.16 MB	 jre-7u71-solaris-i586.tar.gz
Solaris x64	16.14 MB	 jre-7u71-solaris-x64.tar.gz
Solaris SPARC	54.95 MB	 jre-7u71-solaris-sparc.tar.gz
Solaris SPARC 64-bit	18.1 MB	 jre-7u71-solaris-sparcv9.tar.gz
Windows x86 Online	0.89 MB	 jre-7u71-windows-i586-iftw.exe
Windows x86 Offline	28.09 MB	 jre-7u71-windows-i586.exe
Windows x86	40 MB	 jre-7u71-windows-i586.tar.gz
Windows x64	29.59 MB	 jre-7u71-windows-x64.exe
Windows x64	41.71 MB	 jre-7u71-windows-x64.tar.gz

Run and follow the setup.