



EPISODE 1: THE CLOCKWORK GARDEN

DEVELOPER AND DESIGNER COMMENTARY

Hello and first off, thank you for downloading Feather and I's first attempt at a game! We'd like to take this opportunity to speak a bit about who we are, what we do, and the inevitable - why are we so crazy. First off, this game was built in Creative Mode with no mods, or plugins for the Multiplay UK 2011 Xmas Creative Competition. Players were given 1 month to build in a 250x250 box with a team of up to six members. Feather and I started our team of "Blue Budgies" and started our build right away, as we had planned to build a clock tower inside of a garden.

We quickly found though, as this usually happens, that we were getting more and more extravagant ideas of what we could do with this build. Our ideas quickly spiraled out of control until we thought "Why don't we do something crazy, and build an adventure map!" Neither of us had any experience in creating our own map, nor did we have any plugins to work with or integrate into our build, so it seemed like it could be a fun challenge for us. Due to there being no plugins available to work with the map, and the size restrictions we had to come up with a creative way for players to be able to spend more than 10-15 minutes playing our game and keeping them interested in looking at the map.

It was with this, that we started adding layers of depth and detail through macro building, to give people things to constantly look at. The thought process was interesting - players arrive in a world, inside a large tree trunk, which houses the residence of Maggi and Muu, which has two rooms, which has a study, which has a desk, which has drawers, which have pencils in them. This is the type of idea that would be used in creating a world for the player to explore, and to help provide a level of detail that made you want to turn every corner, and climb every wall to see what was going on within the build itself.

Building however is only half of what makes something interesting. The way that Feather and I work, is that we imagine each of our builds as a story themselves. Coming up with ideas to go along with your build gives you inspiration and purpose in creating a highly detailed build/world. Within your design think about what you want to accomplish. With our build, this map is used as an introduction to our wide array of characters, and of course our main character Jeffy. It was extremely important to think about our character, and be able to develop his personality without just throwing him into an "adventure".

While building during the competition, we threw around ideas concerning who exactly these pixies are. We decided upon making them very childlike and impulsive creatures, making them the perfect candidates to do something silly like rush off for cookies. Due to their childlike nature, we also found that it gave us inspiration on building "pixie styled architecture" and creating Jeffy's dialogue. Pixies spend most of their time pirating - and don't go to school, so their writing skills are very rudimentary, and they prefer drawing pictures to explain what they mean.

On the other hand, our other supporting characters, are the fairies, who are much more "normal" in comparison to the pixies. The fairies all have unique personalities that we had to consider when interacting with them, and designing their own homes and interactions with each other. While we can only do so much within Minecraft, these are some additional aspects that you might want to try considering and thinking about if you ever want to try making a game or highly detailed build yourself.

I'd like to thank everyone who supported us while working on this map. It was a hard thing to just work on one project for a month long with the restrictions in place that we had - but we think that the final result has been worth it. I hope that this is the first of many more maps to come - as long as there is interest from the community in the things we make, we'll always be pushed to keep making more things! Again thank you, and I hope you will enjoy/have enjoyed our game!

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