

Consortium of items, blocks and tools for future Minetest Mods?

Everybody with the link can edit this document, so go wild!

(Submit new ideas in the bottom of the document, thank you)

- http://www.reddit.com/r/Minetest/comments/31z6sv/a_list_of_everything_in_minecraft_that_should_be/ ⇐ **Reddit Link**
- <https://forum.minetest.net/viewtopic.php?f=5&t=11809> ⇐ **Forum Link**
- <http://wiki.minetest.net/User:Consortium/Minetest> ⇐ **Wiki link**
- http://dev.minetest.net/User:Consortium/Feature_and_mod_roadmap ⇐ **Dev Wiki Link**
- <http://webchat.freenode.net/?channels=minetest> ⇐ **IRC Channel**

Inspirations of mods

- <http://www.minecraftforum.net/forums/mapping-and-modding>
- <http://www.planetminecraft.com/resources/mods/>
- <http://modlist.mcf.li/>

Architecture, Agriculture, Cuisine, Technology, Engineering, Transportation, Industry, Chemistry, Biology, Astronomy, Art/Music, Education, Economics, Bussiness, Military, Fashion

(Please DO NOT hyper-link directly under the keywords please, use [\[reference link\]](#) or [\[mod link\]](#) instead)

[\[link\]](#) Classical Armors

- Redstone "Logic Families"
 - Metal Oxide Semiconductor or MOS
 - Complementary or CMOS
 - Depleted-load or DMOS
 - N-type or NMOS
 - P-type or PMOS
 - Other Logic
 - Current mode logic (CML), or source-coupled logic (SCL)
 - Diode logic (DL), or diode-resistor logic (DRL)
 - Diode–transistor logic (DTL)
 - Emitter-coupled logic (ECL)
 - Gunning transceiver logic (GTL)
 - Integrated injection logic (IIL)
 - Resistor–transistor logic (RTL)
 - Transistor–transistor logic (TTL)

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- Objects
 - Plants
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 - Resources
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 - Industrial Machines
 - Vehicles
 - Double Decker Bus
 - 5 seat Auto/Racecar
 - 7 seat SUV (Colored)
 - 16 seat Minibus (Colored hood)
 - Trains and Subway
 - Aviation
 - Airplanes
 - Blimps
 - Helicopters
 - Boats

- Yachts
 - canoe
 - Speed boats
 - Sail boats
- Railway and mining systems
 - Railway tracks
 - Activator Rail (For destination)
 - Detector Rail (For redstone signal)
 - Powered Rail (For controlling speed)
 - Minecart
 - Engine Minecart (Runs on its own)
 - Chest Minecart (Carries items)
 - Command Block Minecart
 - Hopper Minecart (Pulls dropped items and items from chests)
 - TNT Minecart (Destroys surrounding area except the rails)
 - Hoppers (Pulls dropped items and items from chests)
- Warehouse machines
 - Forklifts
- Tunnel and Auto-mining
- Block sets for amusement Park rides
 - Trampoline
 - Elevator
 - Roller Coaster Tracks
 - 45 degrees Rising and Diving Pieces
 - Straight into Rising/Diving Pieces
 - 90 degrees Corner Turning Pieces
 - Loop-the-loop Pieces
 - Corkscrew Pieces
 - Straight rising and diving Pieces
 - 180 degrees straight turning pieces
 - Shuttle unit (reverses direction)
 - Wild mouse pieces
 - Tea-Cups and Flying Eagles
 - Bumper Cars
 - Energy supply "carpets"
 - Energy supply "Sky-net"
 - Bumper Cars
 - Guard bumpers
 - Pirate Ships
 - Ball Pit labyrinth Fortress
 - Water slide and Wave Pools
- NPC and tradings
 - Animals
 - Cow
 - Pig
 - Chicken
 - Sheep/Lamb
 - Horse/Donkey/Zebra
 - Rabbit
 - Fish
 - Sushi-related fish
 - Sharks
 - Piranhas
 - Monkeys
 - Birds
 - Wolf/Dog
 - Ocelot/Cat

- Haunted Mobs
 - Western Classics
 - Zombie
 - Vampire
 - Werewolf
 - Alien
 - Mummy
 - Ghosts
 - Herobrine
 - (Mutant creation function)
 - Oerkki
 - Creepypastas
 - Classics
 - Slender
 - Jeff and Jane the Killers
 - Ticci Toby and Clockwork
 - Masky and Hoodie
 - Puppeteer, Zero
 - Judge Angels, Bloody Painter
 - Lazari, Eyeless Jack
 - SCP Foundation
 - Haunted Games
 - Humans
 - Traders
 - Butcher (Fresh and Processed Meat)
 - Farmer (Fruits, Veges and Grains)
 - Librarian (Books and Bookshelves)
 - Blacksmith (Armor and Weapons)
 - Hunter (Animal products)
 - Lumberjack (Plant products)
 - Minner (Rock and minerals)
 - Soldier
 - Hired workers
- Mutations
- Lucky Blocks programming [\[link\]](#)
 - Dimensions
 - Overworld (The normal world)
 - Netherworld (Red lava underworld)
 - Enderworld (Darkness dimension)
 - Planets, Moons, Outerspace
 - Dreams and Nightmares
 - Memeland (Nyanland)
 - Chests
 - Expanded chest inventories
 - Security Chests
 - (Ender Chest functions)
 - Security System
 - Password systems (Hex PIN, base32, base64, base85, base91)
 - Identification Cards
 - Security Clearence Card (dicided by grades)
 - Infrared Emitters and Sensors
 - False Harm Systems

Summit your ideas here.

- Parkour
 - Climbing only via gaps in the walls, and along ceilings and up vines

- Climbing ladders with different speeds depending on neighbour blocks
 - Alternative animations for flying, falling, swimming and diving
 - Jumping up and back while climbing
 - Configurable sneaking, rolling, rawling and liding
 - Faster sprinting and Wall running
 - Side and Back jumps, Charged jumps, Wall jumping and Head jumps
 - Changing physics and Slow Motion (Single Person Play Only)
- Mods providing visual filters/shaders/something (Already in?)
- A Modding language with more static checking
- Team Fortress 2 and Counter Strike Online
- Left 4 Dead 1&2
- MOBA
- Hunger Games
 - Cornucopia with random items
 - Sponsorship
 - Transparent energy field dome (if touched, you get damage)
 - Signalling of number of living and dead “tributes” (players) with name
- Block Hunt
 - Block chamber function (creates a chamber with victory blocks)
 - Victory blocks (for hunt only)
 - The victory block covenant
- Stock Market Simulator
- Real Estate Market simulator

Hyperlinking between worlds/servers (World portals?)

Clickable URLs

Better HUD for world-chat (hard to see when against a white object)

Memory for world-chat (to keep up with what was said when you missed something) -> F10

Geeks section

Support for MongoDB *(This is an engine change and will require the approval -- and interest -- of a core dev ... there would have to be some pretty good reasons for adding it.... supplying pros and cons might be nice))*

- *Fast*
- *Scalable*
- *FOSS*
- *allows multiple points of access <IE for hyperlinking or two servers to run on the same world but distribute traffic>*

SQLite3, dummy, Redis and LevelDB (what Minetest currently uses, none of which are known for quaulity) are both file based. That means that only one process can write to them at a time. MongoDB is server and document based. Hosting a single world on multiple servers is easier with a server based database as many things can be written to the database at once and each world server gains access to it independently writing what they have.

The current situation is: Most people run multiple minetest-servers on a single machine.

- *Exceptional write guarantees*
- *Sharding!!*

Player Profiles

For each server or between hyperlinked servers owned by the same admin

Client side scripting ⇐ *You better not do anything stupid*

Encrypted Password Exchange between server and client

Hashing is not encryption. Anyone listening in on your connection can just mimic your hash and have access to your account

Distributed Server Support

servers should hand off users to other servers which aren't as busy.

Not required at the moment, maybe important for Minetest 0.6.0.

User-Management API

Websites should be able to manage their users through their website database. This will allow web communities to be the same people in-world as they are on the community's website. Admins can then give users items (in-game money, special promotions, etc), disable accounts, manage land-ownership (from things like landrush), and many other things.

Magrunner game, The Ball game, NaissanceE game, Quantum Conundrum game, Portal Game, Q.U.B.E. Game, Talos Principle game

“And the final question: Who is going to realize that all?”

1. *Make a list of mod ideas and descriptions, and update the list often (Dedication)*
2. *Let coders fill in the blanks, and increase the library of minetest (Replication)*
3. *Compete with Minecraft to be the best in variety and speciality (Competition)*
4. *Gather enough new people to join the Minetest community (Inspiration)*
5. *Educate people about programming and FOSS software (Education)*
6. *To make Minetest a students learning staple (Transformation)*