

10 years of mcMMO

As some of you may know mcMMO turns 10 years old on February 5th, that is only a few days away. 10 years is a long time, I was 21-22 when I released mcMMO, and now I'm almost 32. I remember my brother telling me he overheard people in his high school talking about mcMMO and that blew my mind at the time.

Rapid Development

Since coming back to work on mcMMO almost 2 years ago I've put out over 174 updates, ***that is an update to mcMMO about every 4 days*** since I came back to work on it 2 years ago.

Some History

Originally released on the CraftBukkit forums on February 5th 2011, mcMMO has become a part of my life in ways I never imagined it would. It is thanks to all of you especially anyone who has ever purchased mcMMO or sent donations that I'm able to do what I do. I've made tremendous progress on my own mental health that wasn't possible when I didn't have an income. Some of you are already aware from my previous write ups I was on disability for most of my life due to a very traumatic/abusive childhood. I have always been an optimistic person who pushes for self growth, so I've been in and out of therapy for more than 10 years and I owe a lot to my therapists.

I used to be agoraphobic, I was afraid to go shopping by myself, answer the phone and I would hide in my room (when I wasn't living in a garage) if my family had anyone over. My life was filled with panic and anxiety for a long time, even when putting out mcMMO updates back in the day I would have near panic attacks for 30~ minutes afterwards as I worried about what kind of negative criticism or game breaking bugs might be found. Today that is no longer the case, my mental health is stronger than it has ever been. I've been seeing my current therapist for well over a year now and he is amazing, the best therapist I've ever had.

I know not everyone can afford therapy, but I highly recommend it for anyone with mental health issues. When I was broke I would have to wait months to see free therapists, but still I made the effort to go even though the phone calls, waiting in the lobby, all of it terrified me at the time.

My one man company is currently named NEET GAMES, this is more or less as a tribute to the fact that I was a NEET for most of my adult life. I prefer the term hikki-NEET though, if you're a weeb you'll understand.

mcMMO Post end-game progress

Last week I got some inspiration to add a new feature to mcMMO, more or less this new feature is going to be added to mcMMO 2.1.XX and will come out before the Tridents & Crossbows update. I will likely work on it this week, and it may come out this week.

Some of you have suggested a prestige system before, this will not be a prestige system. I prefer systems where the leveling doesn't stop and I think the issue with prestige type systems is the resetting of levels.

It won't be much work to add in the idea I've come up with for end game progression in mcMMO, so don't expect too long of a wait until a patch comes out for mcMMO that has this feature. It might come out this week depending on how things go, or it might come out after this week.

Specific details will be coming soon in channels such as dev-thoughts or dev-soapbox

Other Updates

Tridents & Crossbows Update ETA

A lot of the work on this update is rewriting the code base to be sane, a lot of progress has been made. I am aiming to get this out before 1.17 hits, I can't say much more than that. I'll be talking more about the new features when I am working on them again, at the moment almost all the work is rewriting code so that I can add the new features without being buried in technical debt.

There's also the real possibility this doesn't come out by the time 1.17 drops, I'm going to try hard to avoid that, but I can't accurately estimate how much work is left on this update.

I'm currently overcoming another bout of depression, it comes and goes in waves and I believe I'm getting over it now.

Config Update

This is still planned to come out some time after Tridents & Crossbows. I have talked about this update at length before, and I'll avoid typing it all out again as I'm focusing on the Tridents & Crossbows update.

Sponge Support / 1.12.2 Support / 1.8.8 Support

This is still planned and will likely either be part of the config update or come out shortly after the config update, I'm making changes to the code base for this kind of thing to be sane to add to mcMMO without eating all my time.

Patreon Cosmetic Features

Probably on ice for a long time, the other updates interest me more.

User Feature Requests

The bulk of user requests (that are reasonable) will be added in patches after Tridents &

Crossbows, sometimes I will beeline a user feature request if it is simple to add to the code base and a good idea.

If you have a good idea for mcMMO, posting it on GitHub helps me keep track of that kind of stuff. So I encourage posting about it there!

Server Software Choice

I highly encourage users to specifically use Spigot or Paper server software, if you are using stuff like Yatopia/Tuinity/Random Paper Fork X it can cause a lot of unexpected bugs in mcMMO that is not really patchable on my end. The most stable way to play mcMMO will always be Spigot/Paper. I can't currently endorse any known Spigot/Paper fork at the moment.