Our team

For a long time, there was an idea to bring the whole Gothic world into Minecraft. A lot of people worked on various projects, maps, modifications, but unfortunately nothing bigger ever happened and never survived. After many years, however, it turned out that several people are still trying to create what, unfortunately, others have not fully managed, and so gradually, finding new people who are big fans of the Gothic and Minecraft series and are more or less experienced in modding, modeling, graphics and are eager to create - we created the Square Quest team. It is not a large group, but during this time of creation, we managed to get along with each other, thanks to which we get along very well and we can cooperate, and the whole work runs very smoothly.

Our project

We called our project Minecraft Gothic Adventure and we plan to transfer the entire Gothic world, including the story and tasks, to Minecraft in such a way that you can play the entire Gothic in Minecraft and all details are preserved as in the original. We are currently working on 1 part of Gothic but if the project is successful we plan to repeat the same with the rest of the parts.

Work status

Currently, major work is underway on dialogues, improving and creating new models, and creating a launcher for the game. At the moment, we have a ready world and all the locations that we diversify where and where, as soon as we add some new missing models or elements that were not there. In addition to the world, we already have ready-made models of armor, monsters, most of the weapons, items and more important elements of Gothic. The mechanics and animations of combat, lockpicking and pickpocketing are also ready. Each of us constantly comes up with new ideas and we constantly diversify the game to best reflect the atmosphere of the original and the gameplay itself is satisfying.

Release date

The release date is not known to us because we deal with it purely as a hobby in our free time. We do not want to promise anything or give an initial date so as not to disappoint everyone who is waiting for the project. We want to give you a 100% completed project, which will be satisfactory both for you and for us.

Awards and patronite thresholds

Unfortunately, we do not have the permission from THQ Nordic to give you better material prizes that we planned, but if this changes in the future, everyone who supported us will receive a prize from the new threshold which he chose earlier 😉

Thank you very much for any kind of your support! It is thanks to you that we still have the desire and motivation to continue to create and devote time to the project and develop in what we do. 😄