

## **Unfinished Project Scope:**

### **Model:**

tallgrass varieties (maybe)  
shrinking cracked ice (maybe)

### **Animation:**

Soulsand

### **Sounds:**

fix sounds broken by 1.9-11 updates  
footsteps  
block breaking  
friendly mobs: rabbit, chicken, pig, cow, sheep, horse, dog, cat, golem  
hostile mobs: spider, metarok, slime/magma, witch  
bosses: dragon (T-rex/Gzilla), wither (alien/predator)

### **Other:**

random mobs

### **Other things called A Brave New World:**

Novel by Aldous Huxley  
Album and Song by Styx  
Album and Song by Iron Maiden  
Song by Motorhead  
Song by Weezer  
Final Episode of TV's Heroes  
Main Theme from Namco X Capcom

**Next update:**

Test sea lanterns

Jukebox rotation

More blocks pattern repeat? Cobble, gravel, silt, etc.

Story mode zombie sounds

**Done:**

Alpaca blankets 25% complete

1.11 map X item (will maybe change to blank later)

**Paradigm shift:**

Phase One: extraction

Phase Two: reversal

Phase Three: all records

Phase Four: menu

Phase Five: creative

Phase Six: overworld

Phase Seven: nether and end

**Other:**

KHearts (Varien)

Zarathushtra

Final Fantasy Prelude

Portal

<https://youtu.be/lr9-lAzirZQ>

Guile's Theme

<https://youtu.be/TMBMNdrNhe4>

Dr. Wily

[https://youtu.be/4s\\_QXnox4kk](https://youtu.be/4s_QXnox4kk)

Space Harrier

<https://youtu.be/ickZdrnsG34>

Nights

<https://youtu.be/WguFExUiAzk>