

The Development of CarCraft

The process



3

3D modeling and infrastructure creation

4

Back-end development and testing

The first two steps included the conceptualization and the instructional design of the overall course. Once this was completed, it was time to boot up Minecraft.

The overall goal was to create an end-product that was faithful to the source material, so that every car mechanic could identify the car parts both in-game and IRL, while at the same time didn't seem unfamiliar to the Minecraft environment.

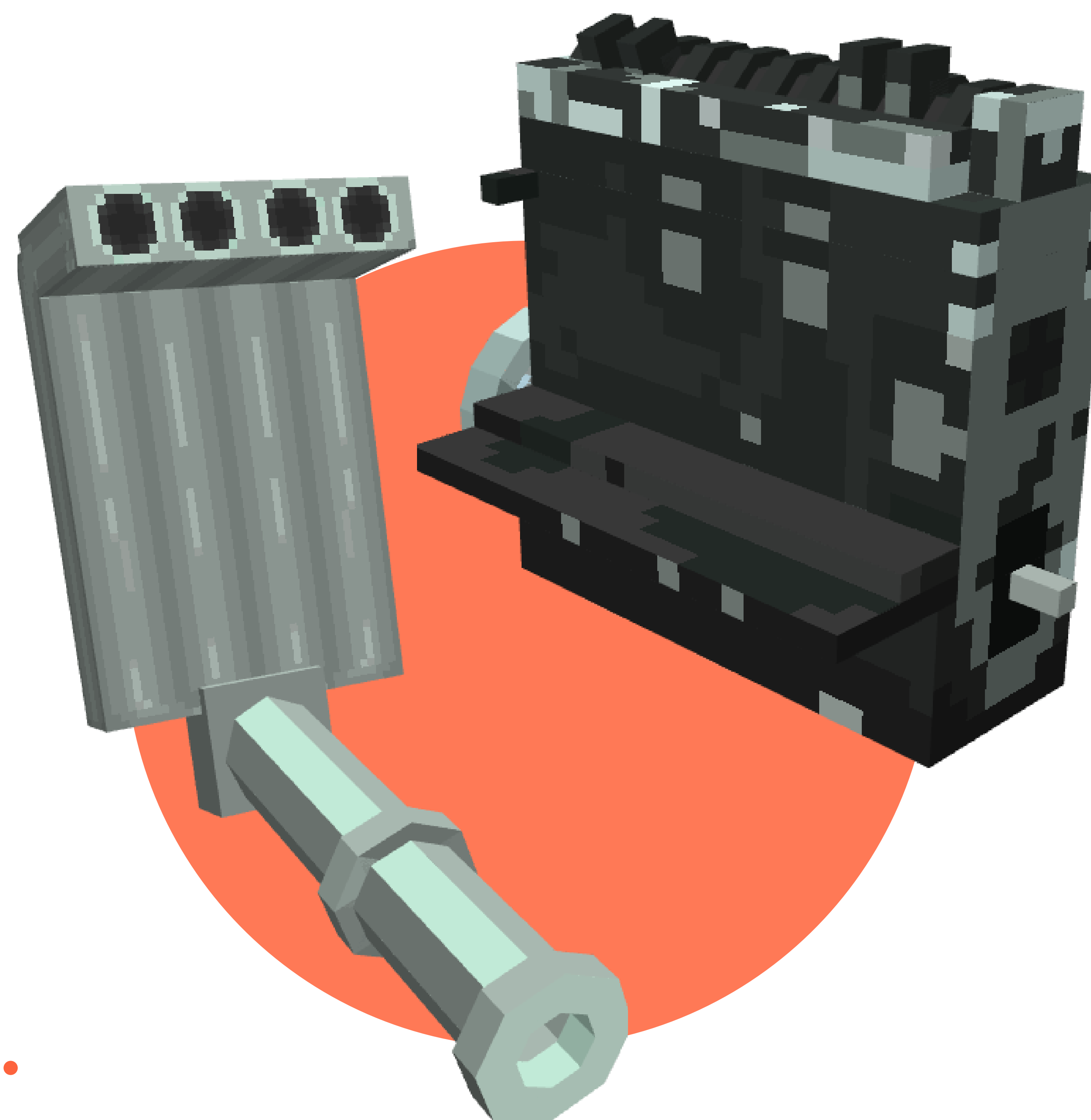
The use of metallic vibrant colours, as well as mainly rectangular shapes, helped us achieve this effect. In addition, there are challenges that take advantage of the Minecraft environment in a way that will allow a seasoned Minecraft gamer to fly through the courses, while learning about the Internal Combustion Engine!

1

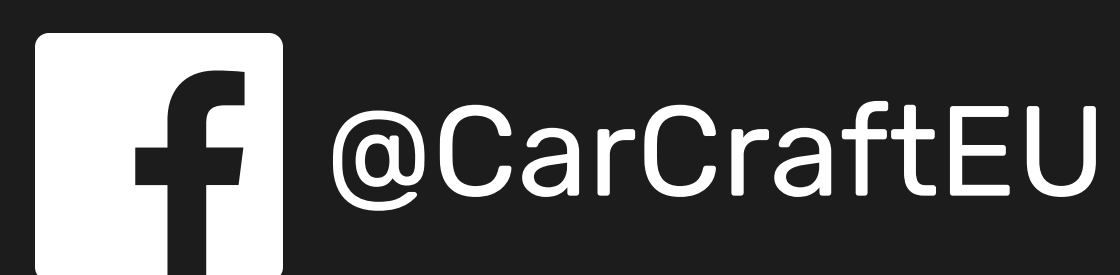
Conceptualization of the city of Kython

2

Challenge Design



The CarCraft Crew



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A LOOK INTO THE CREATION
OF THE CARCRAFT GAME