CoderDojo Twin Cities Python for Minecraft Documentation

Release 1.0

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This documentation supports the CoderDojo Twin Cities' *Build worlds in Minecraft with Python* code group. This group intends to teach you how to use Python, a general purpose programming language, to mod the popular game called Minecraft. It is targeted at students aged 10 to 17 who have some programming experience in another language. For example, in Scratch.

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In the Classroom?

Are you in the classroom right now? This section is for you! Visit the first page linked below (hint: it reads *Overview*), read through the material, and then click through the link under the *Next topic* heading on each page to work through all the documentation.

- Today's class: Overview
- \bullet Setup: First steps | Connect to Wi-Fi | Connect to your lab instance | Test the setup
- **Getting to work:** Prepared exercises | Other scripts to explore | Doing your own thing
- Reference material: Controlling Minecraft from Python | Minecraft controls | Other resources
- Architecture Overview: The architecture overview explains the major components of the environment we use for our exercises.

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Getting Help

Having trouble? Here are some pointers this might be useful:

- If you are reading an off-line version of our documentation, you might want to refer to the authoritative site. This site will always have the latest and greatest material.
- Take a look at the FAQ. We are loading this up with answers to common questions. Maybe the answer to your question is already here.
- Looking for specific information? You might find it in the detailed table of contents, or you might be able to use the search or genindex to help you locate it.
- Our glossary might define a term that is new to you.
- If something seems different than the way it was before, consult the release notes for more detail.
- If something is still unclear, we really would like to know. Please visit our ticket tracker to let us know about the problem. Use the *New Issue* button.

Other Setups

Here are some instructions for setting up software to support different circumstances:

- At Home, The Easy Way: If you are interested in recreating the environment we use in the CoderDojo lab, but for a single user, on your own PC, you should consult our guide for Vagrant.
- At Home, The Hard Way: If you are interested in installing all the software needed to run these examples directly on your PC (without using Vagrant to simplify the job), we currently have a guide that covers doing so on Windows. Users of other platforms can consult this guide and try to adapt it for their circumstances. Ultimately, we intend to also provide guides for Apple's OS X and Ubuntu Linux.

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Mentors

Mentors need docs too! Here they are:

- Core Mentor Guide: Being a CoderDojo mentor|Being a Python Minecraft mentor
- Python Minecraft Project Technology: Project technology | Project maintenance | Running a lab server

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Copyright

This document and the supporting code has been created by multiple contributors.