

Proposal for Creating *The Nowhere Mod*

Project Idea

To develop a modification package for the game Minecraft inspired by Silent Hill, Don't Starve, Cthulhu mythos, and other similar things.

Tools

Mod Application Loading Interface

Minecraft Forge (<http://www.minecraftforge.net/forum/>)

Decompiler

Minecraft Coder Pack (http://minecraft.gamepedia.com/Programs_and_editors/Minecraft_Coder_Pack)

Java Integrated Development Environment

Eclipse (<http://www.eclipse.org/>)

MonoDevelop (if it works, my version might be codified for use solely with Unity Engine)

Compiler

Eclipse (<http://www.eclipse.org/>)

Modelling Package

Autodesk Maya

Texturing Package

Adobe Photoshop

The Foundry Nuke

Project Goals

- Learn to code in Java
- Learn to deobfuscate and recompile code
- Produce a functional modification package based upon the design document

Project Timeline

Week 3 - Java / coding R&D, coding started

Week 5 - coding at a mid-range, 2D art assets produced, 3D art assets started

Week 6 - coding at an end phase (for core functionality)

Week 7 - static 3D art assets produced, animated assets at a mid-point

Week 9 - functional alpha

Week 10 - functional beta