Minecraft Live Challenge

Scenario:

Your team of programmers has been hired to help test out a new video game, but the game has some major errors and needs some serious help. You must quickly identify 3 errors in the game design and then implement a creative solution for each mistake. Then your team will present the modified game to the client (judges) to demonstrate the corrections and explain how these changes improve the game.

Challenge:

- Identify 3 errors in the game design and work together to correct the errors.
- Plan a quick presentation to show the judges how you fixed the errors and improved the game.

Possible errors include (but are not limited to):

- No initial spawn point
- No scoreboard
- No directions at the start
- Commands are not working
- Teleporting to wrong area
- NPC giving wrong commands

Time:

Your team will have:

- 15 minutes to edit the Minecraft game AND plan a presentation
- 3 minutes to present your modified program to the judges and explain the corrections

Scoring:

You will receive up to:

6 pts	Team Collaboration while editing the Minecraft game.
6 pts	Successfully correcting the errors in the Minecraft game.
6 pts	Creativity of your corrections to the Minecraft game.
6 pts	Explaining your corrections to the judges.
6 pts	Incorporating all team members into the presentation.

Tips:

As with most of the live challenges, teams will need to be very careful with time management. They should allocate at least a few minutes to review what they did and prepare for the presentation to the judges. It is highly recommended that a note taker is chosen to keep track of what changes are made so that a clear and concise presentation can be made.

Getting Help:

Visit the Minecraft Documents Page to see a sample Design Document and Event support files to help prepare and practice.

Contact Anthony Sombat at Anthony.Sombat@fresnounified.org or Chris Fuge at Chris.Fuge@fresnounified.org if you have any further questions about this event.

Live Challenge Scoring Rubric - Minecraft

Team Name: _____

Category	Exemplary	Proficient	Partially Proficient	Incomplete	Points
Team Collaboration while editing the Minecraft game.	**6 points**	**4 points**	**2 points**	**0 points**	
	The team was highly collaborative throughout the process.	The team was mostly collaborative.	The team was somewhat collaborative.	The team had little to no collaboration.	
Team successfully corrected errors in Minecraft game	**6 points**	**4 points**	**2 points**	**0 points**	
	3 or more errors were successfully corrected.	Only 2 errors were corrected.	Only 1 error was corrected.	None of the errors were corrected.	
Creativity of the corrections.	**6 points**	**4 points**	**2 points**	**0 points**	
	The corrections were very creative and enhanced the game.	The corrections were creative solutions.	The corrections were very basic.	The corrections were very basic and incomplete.	
Presentation of how the team corrected errors in the program.	**6 points**	**4 points**	**2 points**	**0 points**	
	The team was able to very clearly explain their corrections.	The team explained their corrections.	The team only mentioned some of their corrections.	The team did not discuss their corrections at all.	
Incorporation of all team members during presentation.	**6 points**	**4 points**	**2 points**	**0 points**	
	All team members participated equally during presentation.	All team members participated, but not equally.	One team member did not speak during presentation.	2 or more team members did not speak.	
				Total Score (30 max)	