

Problem Statement

Group 306: 3 Craftsmen

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1 Problem Statement

1.1 What problem are you trying to solve?

Many children around the world are starting to learn programming at a younger age. Unlike adults and teenagers, it is difficult for young children to keep interested and persist in learning programming. As software developers, we are trying to turn the original reputable game, Minecraft, into an educational tool to inspire and motivate children to be excited and interested in programming.

1.2 Why is this an important problem?

It is believed that computer programming is not fully understandable by young children due to its logical complexity. For most children to learn programming, the complexity must be reduced. The simplified version of the game will be developed in Python since Python is a simple first programming language for children to learn. Minecraft theme was chosen because it is intelligently beneficial for young aged children. We believe that the recreated Minecraft game will educate children around the world through entertaining. By recreating a simplified version, the game will maintain its entertainment and also receive some new features including new textures and modes. The revised code will be visible and understandable by kids that introduces how the entire game is implemented.

1.3 What is the context of the problem you are solving?

Our recreation of Minecraft will be accessible and playable by all ages and the implementation will be easily understood by an individual with knowledge of the

basic Python syntax. The entire package, including source code and the executable file, will be compressed into a zip file. The executable game will be available on a desktop PC with either Windows or Linux and it allows a more accessible way to play the game where the previous design can only be executed by the command in terminal.