The origin of the project

**BlocksAndGold is our second Video Game project.** We worked until 2010 on a space exploration game.

The **Galactic Experience** working in a shared management principle Web / Client PC.

Our technical demo allowed to connect to a server. It was possible to perform a few simple tasks in multiplayer. The vehicles were animated in real time using a physics engine.

*Technologies used: C++, excellent Ogre3D (graphics engine lib), OpenAL (localized sound), Newton Engine (physics) NetRak (network).*

The client was playable, the webs services and website were technically functional.

**In 2010, we discovered Minecraft and its incredible potential for customization allowed by CraftBukkit.**

Then we decided to suspend this project and to reapply our ideas of web interactions over PC client on the Minecraft platform. We immediately explore other concepts which are intrinsic to the video game: community management and customer loyalty, account management, user support, servers management, security (backups), anticheat and antihack protections.

**Today we have a web platform and client Game, which works in production with an uptime > 99% over 2 years.**
Organization of the BlocksAndGold team

**BlocksAndGold**, It is 2 persons for the time being and a small international community of players for more than a year and hundreds of hours of play. More than thousand hours of play for the biggest players.

**Olivier: Server**

- Server hosting of the Minecraft Bukkit servers and Web site architecture. (Vmware / Debian / Java)
- Development of the plugins bukkits and anticheats mods for the client.

**Emmanuel : Web**

- Web Developer and SEO (PHP / Mysql / Magento / Analytics)
- Development of the game features on the Website side.

We are working on this project in our spare time. We are associated and creator of 3DO2 an IT consulting company.
Notre Organisation

Event Moderator :

Job : Organizing of events, organize common constructions (railways). Encourage players to launch projects on the forum.
Tools : They have a command to make global announcements in colors. There is also a command to spawn a pig. They can manually restart the hungergame. Other commands will follow.
Goals : Animate. Motivate players to go to the hungergame, doing PVE, and participate in the future events (the treasure hunt), create sets of railways tracks to ensure that territories are connected to promote visits of territories. Find ideas to ensure in-game players are not bored and thus improve the retention of already registered players.

Game Moderator :

Job : Policing, report the griefs, help beginners, recruit visitors, recall the rules of behavior and architecture. Guide Non-French players toward the EN server
Tools : /ban5 /ban60 /fail60. They have a command to send global messages in color (warn).
Goals : Make sure that the bad atmosphere is not installed on the server. Keep the server quiet. Increase visitor conversion to registered.

Administrator :

Job : Repair the griefs, maintaining helps informations to the spawn. Collect bugs, check the reported bugs, and inform the owners.
Tools : Gamemode 1 (= give / fly), possibility to add players temporarily in a territory to make repairs, remove a tower for example, or remove an insulting sign. Give the fly temporarily a player (youtubers). WorldEdit. Regen chunks for repairs.
Goals : A world without visible grief, a perfect spawn, assist the owners in development through their involvement In-game. Caution: If a player became admin, he won't no longer be able to play as a player. he will no longer appear in the scoreboards, or win more achievements. It does not make sense doing PVP or PVE. He should not attend the kill of the Enderdragon for example.

Builder :

This is the only job on which it is not necessary to postulate. A builder only need to have the necessary financial resources (blocks and G$). Any player can therefore be builder for a session or more to improve community facilities: roads, arenas, spawn etc... The admin can add it on territories with an online command during the duration of the work. The player built with its own G$. In return he will have the right to have a sign with in his name.

Job : Built the shared spaces.
Tools : His personal resources or those of the other builders donations.
Goals : Improve the overall architectural coherence of the world in carrying out the necessary work following the Event moderator directives.
Community manager:

**Job**: Animate the debates on the forum threads, organize, close the threads on the forum, on social networks.

**Tools**: Forum moderation rights (phpbb), access to the officials blocksandgold accounts: twitter, Facebook, Google +.

**Goals**: Make more readable forum, create debate on social networks. Discuss on the forums the most views, seek partnerships. Work with the Event Manager to organize common communications. **Give a good reason to gamers to see in-game news or test a new event.**

Youtuber:

**Job**: Do videos of each features. Make tutorials. A serie of the most beautiful territories.

**Tools**: Administrator of the BlocksAndGold channel

**Goals**: Publicize and reference features BlocksAndGold on Youtube. Make videos for players and encourage them to put them on their territory. Exchange with the community manager to communicate on social networks. Encourage Internet users to see for real features or constructions and thus **improve the volume of visits.**

Writer and Content manager:

**Job**: Improve the content of the website. Prepare Role Play content for plugins integration and community buildings.

**Tools**: Website CMS Rights. And rights on the catalogue of items. Access to Google Analytics statistics.

**Goals**: Ensure that the content of the site is up to date. All the game items. Manage the news, announcements, and work in progress versions. Improve the visibility of the site on Google for its content. Bring a Role Play dimension to the content. If he is a graphic designer he can also create beautiful slides to highlight the site. The slides will be sent to the community manager for his communication on networks. **Improve website visitor conversion to in-game visitors through a unique and quality content.**

Launcher Dev:

**Job**: Ensure the migration of the modpack to follow versions Minecraft.

**Tools**: MCP, source code of the BlocksAndGold mods.

**Goals**: Make an attractive modpack even for those who do not play on blocksandgold. Players have to prefer this modpack to their own minecraft. The page of the modpack is the most viewed page of the website. It is much downloaded and brings a lot of players. A good modpack make players loyals.
Overview

The concept is to develop all the classic features of a **MMORPG for Minecraft in WEB interfaces**

Based on our experience on some big names such as WOW and Skyrim we began to redevelop the **RPG classic functions** missing in Minecraft. All functions are developed and accessible from the player’s account on its **Internet browser**.
"Levelling". Three axes of levelling, the 2 first PVP and PVE, very classic amounted by killing monsters and players (the EnderDragon and the Whiter can be defeated daily)

The 3rd is more original, it's the 'Likes', we will come back to that later.


"Jobs". 7 jobs. The XP are obtained by craft. The quantities applied are adapted to the needs of players to avoid that the levelling destroys the economy of the game or the environment. (Green attitude?)

Trades are evolving each time new items appear in the Mojang official game.

**Levelling Jobs allows you to unlock special powers.**

In a future release, Jobs will be extended by the Talents. The player may unlock powers by choosing his talents in a tree.

http://www.blocksandgold.com/en/jobs/list/
"Trade": the prices list for all the items of the game fluctuates depending on sales and purchases. As on the stock market, these are players that are shaping the market prices.

All the items in the game are present. With their price, the variation of prices and stocks.


Purchases and sales are performed from the website.

"My inventory"

Inventory is displayed on the site simply select the items you want to sell.

"Leaderboards and the Hall of Fames ".

PVP, PVE, Likes, the counters are reset to zero every week, and each weekend a winner is declared. He is rewarded in G$, and more precious than gold, his name is engraved for life in the Hall of Fames.

"Achievements"

It is another metric that allows player to collect his successes and allows us to guide the player in his progress. Number of 38 today, it is planned to add new ones each time a new feature is added to the game.


Under development: the talents and powers / the guilds (or factions)
We also wanted to work in the spirit of Minecraft, mainly on its creative aspect. Players are fans of constructions, old lego enthusiasts, and the Youtube community is remarkable. This is why we have created some exclusives features for a classic MMO, but so much adapted to Minecraft and its specificity:

Say "I Like !" : The give of likes on players territories of by other players. A levelling and an associated scoreboard.

On this excerpt from a player territory page, you can notices that he can transform 87 views Youtube in G$ and 1 Like Youtube in 1 Like BlocksAndGold on his land.

YouTube and Minecraft is also a love story: we wanted to reward the creations out of the game. It is thus possible to win G$ (the virtual currency of the game) and the 'Likes' thanks to the views on the videos of his land. The website in return automatically presents videos of players on the homepage of the site and thus brings a return of visibility.
LEGO™: If you do not have idea but the G$. Or quite simply, if you like Lego, you’d love try these small challenges. We’ve packaged a few shematics. **1 click and the list of the 386 blocks included in this tower is loaded into your inventory.**

**Desert Watch Tower**

**Plans are available on the website. Exterior and Interior views.**

The list of packs is visible at this address: http://www.blocksandgold.com/en/minecraft-items-blocks-blocksandgold-packs/server-blocksandgold-minecraft-building-template-packs.html

We plan to add many more in the coming weeks and we want to associate a gameplay with talents and trades (buildings for alchemists for example).

**Maps to visit under hungergame rules.**

Several maps are loaded daily on the hungergame world. It is the opportunity to discover the work of real artists while having fun searching chests filled with armor, weapons and TNT.


We plan to add much more.
... your trusted friends? You can administer yourself your lands. Add and remove friends; allow fly, TP...

Permissions are automatically managed from the web. Be careful, an excess of confidence can cost a lot ;-) 

And because the players are a little chauvinistic, because in MMORPG there is RPG and because an RPG without character sheet there is not possible, we centralized a lot of informations about your character on a beautiful character sheet.

- Geographical origin
- Date of Join
- Time in-game
- Send message links (PM and mails)
- Money
- Levels
- Achievement got
- Friends
- Territories
- Signature (for mails and forums)
- Transactions (purchases / sales) with the Bank

And new information will comes with the future features...

Source:
How does it works

It's completely **free**. There is no whitelist or application, **a territory and a job is given to each player who creates his account.**

Account creation only requires an email address. This email address will be used only for the game. To alert you about territory. It will never be communicated.

**There is no "God" Admin**, very few ban, because it is not possible to cheat on the server. The server is auto-managed, moderators are present to help you but do not benefit from game advantages that could benefit them (no /give). We have worked a lot on this aspect. **The server is quiet.**

To earn virtual money (G$) just to pick up blocks and items in the Wilderness, and then sell them to the store. The store (the Bank) is a Community Bank. It contains only blocks that other players have sold.

With your G$, you can buy items to the Bank if you do not want to farm them.

I don’t tell you more, you have enough informations to start!
Join us

If you speak French

It's here: http://www.blocksandgold.com/fr/customer/account/create/

You log on the French Server: minecraft.blocksandgold.com:25001

If you speak English


You log in to the English server: minecraft.blocksandgold.com:25000

Note: a PIN anti-bot code is asked to register. To get it just log on the server, and do /register. The PIN code is displayed. Alternatively, you can click on the link that appears.

See you soon.
2014 Roadmap

Develop the Role Play aspects, and the BackGround
To this end we are looking for skills. Our initial idea was to setup scheduled games. With a cutting by seasons or stages, from the expansion to the decline to finish with a reset and a restart. We know that players wants the conservation of their creations. So it's always difficult to impose a reset without taking the risk that a part of the community leave. A deep reflection in terms of gameplay and a deep work Screenwriting should permit to achieve that. Sand castles are destroyed by the tide, and every summer, they are always as beautiful...

Solution scheduled for 2014... with your help. (apply!)

Open new BlocksAndGold servers
If you like to administer, recruit, you have a very personal RP idea, for example if you want to propose a StarWars (or StarTreck) version of BlocksAndGold in Breton (Breizh)... it is possible :)

Indeed we have ensure that Minecraft BlocksAndGold servers are independent of the Web architecture. They also can be fully translated.

It is possible and even a wish that new servers open. The web site allows registration and management of multiple Minecraft servers. Currently the site handles 2 BlocksAndGold servers, a French servers and an English servers.

Contact us to learn more. We also want for this purpose to create partnerships with hosts of Minecraft servers.
Our Approach
We develop respecting the balance of the game designed by standard Mojang. So you will not find on this server, changes impacting the core of the game. So you can play with the game "Minecraft Standard", with no prerequisites ("mod" or textures)

We codes our own plugins, to adjust our ideas as close as Minecraft possibilities. And we optimize the performance of our server, we can engage on clean code, not buggy, and we are autonomous in the update of our plugins so you can enjoy the latest version of minecraft!

We are particularly sensitive to the ergonomics of the game. So our plugins are not based on text commands which are sometimes complex. We deported all the features on the website. These are offered in your account, to make them easy to use and very visual. The only commands you may be required are teleportations commands : "/spawn", "/bank", "/home"

We try to develop plugins that allow you to do not depend on the availability of an admin. For registration, for example, you can register and log in few minutes without having to submit your CV. We will nevertheless delighted to personally answer your questions if you ask for;-)

We are constantly coding new features, help us by providing our comments on the forum!

Sur les traces de JopÔspolis
Une série de photos des échappements de gaz... sur Mars est animée par le consortium Terra. Le site couvre le parcours des premiers rovers de l'homme sur la planète rouge. C'est parmi les cités de l'île de l'Inairobi, un site qui joue un rôle majeur de l'exploration. Des images des analyses des échappements de gaz. Chaque analyse sera récompensée de 10.000 € par le consortium Terra.
Contact us

contact@blocksandgold.com
ob-3do2
+Blocksandgold
https://www.facebook.com/blocksandgold
https://twitter.com/BlocksAndGold
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