

Writing Your Minecraft Story

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Elements of a story:

1. Characters
2. An internal struggle for the main character
3. A way for the character to defeat the bad guy and learn something new (resolution)
4. Setting
5. Plot



We'll use a story I thought up just for this workshop,

Watcher faces the King of the Withers – summary

(I always write the summary last, but wanted to give the big idea first)

Watcher stands guard in the tall watchtower that stands high above the village. He is supposed to watch the land for monsters, and then warn the villagers if he sees them. The problem is that he daydreams a lot, and will sometimes ring the alarm to warn the village when really he just imagined the monsters in his blocky head. Because of this, people don't really believe anything Watcher says or trusts him very much, but he has the best eyes in the village, therefore it is his job to stand watch in the tower.

One day, he sees Karkan, the king of the withers and warns the village. Because of his past, no one believes Watcher and punish him for making something up about the most horrific of monsters, Karkan. In a desire to prove that he is right, Watcher goes out into the dangerous wilderness to find Karkan and prove that his is right. What he will find on his journey will terrify Watcher to his very soul when he learns Karkan's secret plan...to destroy the entire village.

Can Watcher convince the village there is a real threat out there in Minecraft, or will he have to stop Karkan himself?

Start to outline the story:

1. Characters:
 - a. Good guy (protagonist): The main character is Watcher. His parents, Builder and Farmer, were lost in the great zombie invasion, and so he lives with the black smith, Smithy. He is skinny and smaller than all the other NPCs. He can't use a sword very well and this makes him feel bad about himself (It's important that the main character has a problem), but he can use his bow better than anyone else in the village, though the warriors don't consider this a *real* weapon.
 - b. Bad guy (antagonist): The wither-king, Karkan, is the bad guy. He wants to destroy the village because under the village is a huge supply of gold that only Karkan knows about. Wither's crave gold and as a result, Karkan will do anything to get rid of the village so that he can shoot his flaming skulls into the ground to expose the gold.

2. Internal Struggle.
 - a. The main character is Watcher, and he **feels like he isn't important** and that **no one will believe him**. This is mostly due to the fact that he doesn't speak up, he doesn't speak confidently, and he doubts his own importance and worth. Watcher wishes he was like the strong warriors, but instead, he has this small, skinny body and is too weak to hold a sword, so he can only use a bow. He wishes he were someone else sometimes.
 - b. Karkan has a craving for gold. He feels that his **gold is the only thing that makes him an important and powerful ruler**. He doesn't understand that the true mark of a good ruler is in the way they help their subjects and make their lives better. But Karkan doesn't care about anything; he just wants power & fame.
3. Resolution (the main characters learns something and grows)
 - a. Watcher will have to confront his fears and his own insecurities to help stop Karkan. The warriors, with their swords will not be able to get close enough to Karkan to stop him. Only an archer, with incredible skill will be able to stop the wither king and save the village from destruction. This will be a huge battle scene with Karkan firing his flaming skulls down upon the village and villagers. Watcher will be terrified, but when he sees the village bully, Carver, get hurt by the wither's attack, Watcher sees fears in the huge warrior's eyes, and he realizes that even a warrior as big and strong as Carver can be afraid, just like him. Maybe they aren't so different...maybe he can be as brave as Carver always seems to be. With this new found courage. Watcher uses his bow to defeat Karkan and save the village. (It's super important to have the character use something from his internal struggle to help him win the final battle and defeat the bad guy.)
4. Setting – think of where the story will be set, then list all the things that you can see, hear and smell in the area
 - a. The setting is in a desert village right next to a dense roofed forest. I like the roofed forest because it can be spooky and full of shadows and mysterious things.
 - b. The desert is dry, with spiny cactus and pale yellow sand everywhere. The dry wind is hot as it blows sand across his face, stinging his skin with a thousand tiny needles. Dried shrubs stand here and there, their brown forms sometimes crumbling in the wind, crackling & snapping as they crumble to the sandy ground. Watcher like the desert and it smells because it reminds him of how he feels, alone and empty.
 - c. The air smells of heat and dust and emptiness, but within the village, things smell rich with life. There are crops within the village that are rich with dark green color. They smell of tilled earth, rich ripe melons and sweet apples from the trees.
 - d. The roofed forest is dark in contrast to the desert. The tree branches come together to form a leafy ceiling that blots out the sun. Within the shadows of the forest are shapes that look like monsters and demons, but are really just tree branches.
 - e. Large red mushrooms sprout here and there, pushing back the tree branches and allowing light to trickle through to the forest floor.
 - f. Wolves howl in the distance, the furry white creature looking almost as four-legged ghosts in the dark forest.
 - g. The bark of the trees is rough like jagged rough sandpaper.

5. Plot

- a. **Beginning** – We show Watcher daydreaming while on guard duty on the tall watchtower in the center of the village. He thinks he sees the wither king and goes to tell someone, but they don't believe him. Frequently, he will think his daydreams are real and has reported those in the past. As a result, people don't trust him. But this time, he knows the wither king, Karkan was real, and he's going to try to destroy the village. We want to make the reader feel sorry for the protagonist and cheer for him. The reader must cheer for him and want to see him succeed. We also meet Carver, who is a bully and picks on and teases Watcher. (Lego Movie – we meet Emmet and we like him, but he sees Wyldstyle looking for the relic)
- b. **The bad guy appears** – We hear from the antagonist, Karkan, the wither king. We hear his thirst for gold and that there is gold under the village. He wasn't to scare the villagers away by showing himself to the watcher in the tower. But if they won't leave on their own, then he'll use his flaming skulls to destroy everyone. It's important to make the reader really hate the antagonist. (We hear Lord Business talking with the Cop, telling of his plans to bring order to the world)
- c. **Solve the mystery** – We need to start the hero on a quest to solve the mystery...did he really see Karkan or was he just imagining it. Here is where we tell the reader what this adventure is going to be about. The hero starts out on his journey, but he really doesn't know, yet, what the bad guy is up to. He will slowly learn more and more until he knows the bad guy's plans. (they must find the other Specials so they can stop Lord Business)
- d. **Dark night of the soul** – This is where we think the hero is defeated. The bad guy almost wins, but the good guy is able to get away. But now, he really mad, or really excited, or ... he is now very committed to defeating the bad guy. (Lego Movie – their space ship is destroyed, but they hide in the double decker sofa...maybe Emmet is a builder after all)
- e. **Face the villain** – Watcher will follow the warriors to Karkan's hideout. But during the battle, the warriors will start getting defeated. Watcher is afraid to help, but if he doesn't he knows that all these villagers will be destroyed, and then who will protect the village from the monsters. Watcher realizes he has to face his fear and help! (the Lego creatures rise up and fight back against Lord Business')
- f. **Resolution** - The warriors, with their swords will not be able to get close enough to Karkan to stop him. Only an archer, with incredible skill will be able to stop the wither king and save the village from destruction. This will be a huge battle scene with Karkan firing his flaming skulls down upon the village and villagers. Watcher will be terrified, but when he sees the village bully, Carver, get hurt by the wither's attack, Watcher sees fears in the huge warrior's eyes, and he realizes that even a warrior as big and strong as Carver can be afraid, just like him. Maybe they aren't so different...maybe he can be as brave as Carver always seems to be. With this new found courage. Watcher uses his bow to defeat Karkan and save the village. (It's super important to have the character use something from his internal struggle to help him win the final battle and defeat the bad guy.) (Lego Movie – Emmet tells Lord Business that we're all special. We don't have to just try to control things, even Lord Business can create great things.)

Your Minecraft Story - Title _____

1. Characters

Protagonist _____ Flaw _____

Antagonist _____ Flaw _____

2. Internal struggle _____

3. Resolution _____

4. Setting _____

5. Plot

a. Beginning – A short scene with the hero to get the reader interested quickly (The Hook)

b. The bad guy appears – write a scene showing the bad guy, we have to love to hate him

c. Solve the mystery – show the good guy trying to figure out what the bad guy is doing

d. Dark night of the soul – The good guy is almost defeated, but he gets angry and determined and continues on the journey, unwilling to give up and quit. We hear what he learns about himself.

e. Face the villain – Write a scene where the protagonist faced the antagonist. The good guy must use what he learned in the Dark night of the soul to help defeat the bad guy

f. Resolution – The good guy goes back home and is recognized for his bravery and new-found strength. The bullies that had tormented him before now respect him and recognize his strengths. The protagonist now feels good about himself.

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To send me the stories you write, you can send them through my website, www.markcheverton.com.

To learn more about the Gameknight999 Minecraft server, go to www.gameknight999.com.

Keep reading and watch out for creepers.



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