

2017 Soybean Festival
Minecraft Farming Challenge
Sponsored by

Twin Oaks Technology,
University of Tennessee at Martin
College of Agriculture and Applied Sciences,
Northwest Tennessee Entrepreneur Center

This document is very important!!
Students, be sure to read this entire document!!
Students, be sure to bring this document with you
to the Farming Challenge!!

Welcome to the 2017 Tennessee Soybean Festival Minecraft Farming Challenge! This challenge has been designed for students ages 10 -15. While participating in this event, students will be faced with the following challenges:

- Minecraft construction and crafting
- Decision making
- Problem solving
- Prioritization of goals
- Budgeting
- Record keeping
- Map comprehension, navigation

The goal of the challenge is to become the most successful Minecraft Farmer within the Minecraft Soybean Festival Farming world designed by Twin Oaks Technology.

The world includes in-game currency, multiple non-player character (NPC) vendors, the chance to decide which land plot is best for farming, and educational opportunities.

Students will have to decide if they wish to take out an in-game loan to assist them in meeting their goals.

Students will have a variety of crops and or animals to raise on their farms. Crops such as Corn, Wheat, Cotton and Soybeans to name a few. Available animals include Cow, Sheep, Chickens and Pigs.

The most successful Minecraft Farmer will be determined by the participants (in-game) net worth.

This is not an introductory Minecraft event. Students who participate in this event are expected to be moderately familiar with the playing and mechanics of Minecraft. Students should be capable of the following in-game Minecraft tasks prior to the event:

- Logging into Minecraft.
- Restarting Minecraft.

- Movement of their in-game Avatar.
- Visual and spatial location of objects within Minecraft.
- Basic crafting techniques.
- Basic crafting recipes.
- Basic farming techniques.
- The use of doors and keys.
- The use of books.
- Placement and removal of in-game resources.
- Possess knowledge of basic Minecraft resources.
- In-game texting.
- Interaction with in-game NPC Avatars.
- Effective use of in-game resources.
- Animal Spawn eggs
- Familiar with the following in-game terms.
 - Respawning
 - Mobs
 - Inventory
 - Survival mode

Twin Oaks Technology is looking forward to facilitating this event and wish all of our virtual farmers GOOD LUCK!

2017 Soybean Festival

Minecraft Farming Challenge

Rules and Regulations

STUDENT REQUIREMENTS

1. In order to participate in this event, students must be between and including the ages of 10 and 15 as of August 15th, 2017.
2. Students must submit a completed and parentally signed registration form, either via email: admin@twinoakstech.com, postal mail or in person to Twin Oaks Technology, 104 B Broadway Street, Martin TN, before August 21, 2016.
3. Students are expected to have read this document and understand the contents. (There will be a short question and answer period prior to the start of the event to answer any student questions.)
4. Students are expected to conduct themselves in an appropriate manner, showing respect for each other, the sponsors, the attendees, the venue and the equipment.
5. Cheating or taking unfair advantage will not be tolerated.
6. No Griefing will be tolerated.
 - a. **Griefing** is defined as: the act of irritating and angering people in video games through the use of destruction, construction, or social engineering.

7. Should students find an in-game loophole providing them with an unfair advantage, they are expected to bring it to the Judges attention.
8. Students are to be on site no later than 10 minutes prior to the start of the event.
9. In order to be eligible to win the challenge, the following requirements must be met.
 - All rules and regulations must be abided.
 - Student must purchase at least one in-game plot of land.
 - Student must pause game and speak with our on-site judges in order to indicate their intention to purchase a particular plot of land. (This step is necessary in order prevent duplicate purchase of same plot by multiple students.)
 - Students must construct a farm of some sort.
 - Farm may be used to grow crops or raise animals or both.
 - Students must construct a functional home which must include:
 - Walls
 - Roof
 - At least two rooms
 - One or more doors
 - One or more windows
 - One or more chests
 - Each chest which will hold in-game currency, must be labeled with a nearby sign.

- Students must keep the following records (Forms will be provided)
 - Cost of any land purchased.
 - Cost of materials purchased and used in home construction.
 - Total in-game currency

- Student must keep accurate records to assist the judges in their determination of a winner.

10. Students may conduct in-game trades with each other as long as both parties are in agreement.

11. Students may purchase multiple plots of land.

12. Students may request border block removal between two plots of land that they own. There will be an in-game fee assessed.

13. Students may only collect resources from land they own.

14. Students may request an in-game key replacement should they lose theirs. There will be an in-game fee assessed.

15. Students may obtain an in-game loan by pausing their game and speaking with our judges. Upon returning to the game, the agreed upon loan amount will be transferred to their in-game Avatar.

16. Students must close in-game doors behind them.

WORLD PARMETERS

1. In-game world parameters will be as follows:
 - a. Mode: Survival
 - b. Players can take damage: On
 - c. Mobs: Off
 - d. Clock: Active
 - e. PvP: Off
 - f. Keep Inventory: Off
 - g. Respawnng: On
 - h. Flying: Off
 - i. Weather Affects: On
 - j. Fire: On
2. Through the use of border blocks, students will be disallowed the ability to freely collect resources.
3. Students may collect resources from land they own or may purchase resources from in-game vendors.
4. All individual plots of land are surrounded by border blocks.
5. The following in-game currency and exchange rate will be used:

COIN	VALUE (\$)
Wooden Coin (WC)	1
Stone Coin (SC)	5
Iron Coin (IC)	10
Bronze Coin (BC)	50
Gold Coin (GC)	100
Emerald Coin (EC)	500
Diamond Coin (DC)	1000

6. Multiple in-game vendors will be provided for the purchase and selling of in-game resources and crops.
7. In-game vendors will NOT make currency change. Exact currency is required for all transactions.
8. An in-game bank has been provided to facilitate currency exchange.
9. Twin Oaks Technology will maintain one or more in-game Operators.

10. These Operators will serve the following functions:

- Game Observers
- In Game Judges
- Provide in-game assistance when requested by students

11. The following in-game fees may be assessed.

- In-game rescue or teleport back to surface. Cost is 1 GC.
- If student request border block removal between two lots which are both owned by the student. Cost is 1 GC.
- Broker's fee per plot of land purchased. Cost is 1 BC.
- Replacement door keys: 1 GC
- Repayment of any in-game loans.

12. Any loans or fees assessed will be handled at the end of the event and subtracted from the student's net worth total.

GAME PLAY

1. There will be one enforced 10-minute break at approximately the halfway point. All game play will be frozen during the break.
2. All students will begin the game with the same amount of in game currency, \$2,350.
3. Students may make the decision to attend college or go immediately into farming.
4. Those students who complete college, in-game will receive a sizable farm subsidy of \$5,000 in in-game currency to start their farm.
5. Students will need to explore the world to locate various vendors.
6. Vendors will provide opportunities for students to purchase: land, seed, tools, resources, farm animal spawn eggs and various other items.
7. Vendors will provide opportunities for students to sell crops, resources and farm animal byproducts.
8. After purchasing land, students should proceed to the Farm Transport Station and locate the door to their plot of land.
9. There are 10 plots of each type of land available:
 - a. Desert
 - b. Mountain
 - c. Prairie
 - d. Forest
 - e. Prime
10. If Students choose to raise animals, the animals will need to be harvested and the byproducts sold at a vendor.

GAME HINTS

1. Read all signs.
2. Read all in-game books which you obtain.
3. For those going to college, find the Administration building, locate the Office of the Director of Admissions and start your college adventure.
 - a. Be sure to obtain the Class Syllabus AND the key for your first class.
4. For those going straight into farming, find the realtor and purchase your first plot of land.
5. Budget your money wisely.
6. Be cautious if you go exploring, your Avatar can be harmed and it will cost to replace lost inventory or to be teleported back to the surface.
7. Keep track of your home construction as you build.
8. Do not attempt to cross, go over, or dig under border blocks (Grey block with gold crosses lines). You may end up stuck on the border block, necessitating a rescue from in-game judges and costing you a fee.

JUDGING

1. The winner of the challenge will be determined by the following:
 - The student who has the greatest net worth at the end of the challenge will be declared the winner.
2. The net worth of each student will be determined as follows:
 - Value of land purchased (+) total in-game currency (in labeled chests in their home) (+) the value of their home (as determined by its construction value) (-) in-game debts, taxes or fees.
3. Unharvested crop or animals will **NOT** be counted toward student's net worth.
4. Currency held within the student's Avatar's personal inventory will **NOT** be counted toward student's net worth.
5. Judges will review student's kept records and an in-game review of student's land, home and currency will be conducted.
6. There will be a fifteen (15) minute warning before end of session to allow students to complete final harvesting and documentation.
7. The Judge's decision is final.

NET WORTH CALCULATION FORM

STUDENT NAME: _____

Cost of Land Purchased:

Plot# _____ Cost: _____

Plot# _____ Cost: _____

Plot# _____ Cost: _____

Plot# _____ Cost: _____

Cost of Home Construction: _____

Amount of In-game currency:

Wooden Coins: _____

Stone Coins: _____

Iron Coins: _____

Bronze Coins: _____

Gold Coins: _____

Emerald Coins: _____

Diamond Coins: _____

