



Project Medieval

Alpha Demo #1

Starting in November of 2013, The Builders Coalition started a project dubbed “Project Medieval”. Over the past 8 months, our team has grown, shrunk, and grown even more – in the end, the progress on our project has been tremendous, and rather outstanding.

But the project is far from being completed – Beta 1 release (approximately 20% of the finalized build) is scheduled for release by mid-September 2014. And as many members that have been recruited, we still don’t have enough to make a dent in this massive project. What is the project though? Well...

Our aim is to make a world with life so vibrant it feels nearly real – we want to make the best Minecraft RPG ever made. How do we plan on accomplishing this feat?

1. Build a world that would make Earth itself envious – we want this world to be filled to the brim with detail and exploration so that even after days’ worth of playing, there is still more to explore and do! During Beta 1, we plan on releasing our first city and surrounding areas, then continuing to build at least 3 more large cities, with all the detail in-between and beyond.
2. Once the world is finished, we will then start the behind the scenes work: programming different NPC’s, quests, bosses, events, and other necessities. We don’t want our game to be another dusty RPG made, to only become bored of the monotony – we want our players to be able to build a connection with our world, and be able to play how they want (not how the game is programmed). With this flexible system, we believe we will have an experience that surpasses even games outside the realm of minecraft – what could be a better way to show thanks for such an amazing and powerful game?
3. YOU – your support, help, advice, ideas – you help us figure out what is needed and wanted, and determine what would make the best game ever. There are several ways you can help out as well!
 - a. Review our progress and keep up to date on the latest news! Every bit of feedback is helpful!
 - b. Donate! One of the most difficult parts of running a clan is a lack of funds. The more donations we have, the more RAM we have to work with (meaning bigger things we can do – faster), and the more members we can have on the server at once. Don’t worry – we don’t pocket ANY of the donations, because it all goes directly to running our group.
 - c. Spread the word. Sure, you are great and can help contribute in many ways, but if others don’t know about us, how good can we really be? Even just the simple mention of us on Reddit with a link, or the recommendation to a friend. This helps more than you could imagine!
 - d. Here’s the best part! Want to help more than just review or suggest? JOIN US. We always love to accept builders, and the more we have the faster we can accomplish our goal!

So now that you understand our goals a little more, what do you say? Want to help out? Ready to test out some of our builds and let us know what you like or don’t like? Go for it! But wait, there’s also more...

Once again, donations are extremely helpful – you could say almost as helpful as joining the group yourself! But we wanted a way to say a special thanks to everyone who invests in us. So we came up with a plan of how to do so...

- \$5.00 + A special tome with your Name on it in the Donator's Temple, which will be hidden for you to find!
- \$10.00 + Your own custom NPC for you to choose and create. This NPC could be an important Merchant or Priest or some random beggar in the middle of the forest – it's up to you.
- \$15.00 + Your own special (hidden of course) temple, which will not only have your choice of how it feels and looks, but also amazing traps and secrets for everyone to discover.
- ? More? Feel free to suggest ideas for us! We listen!

So there you have it – this is our project, and we want your help in realizing it. Feel free to join us, comment, or donate – the help is more than can be put into words.

Happy Building,

--lloyd094, The Builders Coalition

