

# Experiencing Minecraft bumps, bugs on campus server

**Kyle Stanevich**  
STAFF WRITER

A few years ago, Minecraft was a very popular game, and even to today it is still enjoyed by many. One project that I recently undertook was starting up a Minecraft server on Illinois Tech campus. It has been quite the ride, spending many nights fixing errors and implementing interesting features.

Minecraft grants anyone the ability to build amazing fortresses, fight monsters, find treasure, and explore indefinitely. Almost everyone can find a way to enjoy the game. I started playing it back in the alpha stage, and even then—when it was much simpler than now—I still had tons of fun. It has come quite far since then, implementing many new and cool features. Along with that, enthusiasts have molded the game to add even more features including the moon, mars, more enemies,

special weapons, and so much more. It has also inspired many YouTube channels, merchandise, fan art, and memes.

I recently pieced together a spare desktop for myself and decided to run a Minecraft server on it. With my decent knowledge of computers, I installed Ubuntu and the server files. However, while surfing the Internet many mods caught my eye. The Ruins mod will generate buildings, usually all torn apart and covered with monster spawners. The buildings generated are floating castles, spiraling towers, pirate ships, pyramids, and jungle fortresses. Another one I installed was the Galacticraft mod, allowing players to travel to the moon and mars. This brings many items to the game, requiring large amounts of materials to build even just one rocket. Once on the moon or mars, players have to generate oxygen to survive and fight even harder monsters, including a huge boss in a dungeon hidden far

below the surface. Even cheese can be found while on the moon.

Both of these mods provide hours of fun, but one mod is quite different from the rest, qCraft. This is a quantum physics mod, providing basic analogies for quantum physics ideas. There are three basic block types: observer dependent, quantum, and entangled. Observer dependent blocks can be crafted to take on the look and physics of other standard Minecraft blocks, depending on the direction they are viewed from.

For example, a block can be stone if viewed from the north and then turn into sand if viewed from the west. The quantum block is similar to the observer dependent block, except will turn into a block depending upon the axis viewed from, not just direction. For example, if a block was crafted with dirt in the north and south direction, sand in the west, and gravel in the east, then when viewed from the north or

south it will always be dirt, but if viewed from the east or west, it has a chance of becoming either gravel or sand. The third type, a pair of entangled blocks, can be crafted using two of the same observer dependent or quantum blocks. When one of the pair is viewed, it will take on the block properties according to the observer dependent or quantum blocks that the entangled block was made of. At the same time, the second block in the pair will turn into the same block type as the one being viewed.

This mod has more functionality, but can get very confusing. If you want to experiment with qCraft, or learn more about how the blocks work, head on over to their website [qcrafter.org](http://qcrafter.org). It makes for an exciting way to learn the basics of quantum physics. Also, you are free to join my Minecraft server by connecting to the IP 198.37.24.30. Come help fly to the moon, or build a crazy quantum contraption.

## Anticipated 'Hobbit' is unexpected garbage

**Austin Gonzalez**  
OPINION EDITOR

The new Hobbit movies are garbage. The exposition is plodding. The adaptation is haphazard. The central villain is ridiculous. The references to the original Lord of the Rings trilogy are unending. The amount of CGI is unfortunate. Characters are disappointing. The only redeeming quality was a short exchange between Smeagol and Bilbo. I am a Lord of the Rings fan who watches the four-hour extended cut of Return of the King with unending pleasure. Even I was checking my watch about an hour into the Hobbit wondering when the torture would end. I reserved judgment for the second film. The second of the original trilogy was my favorite and—perhaps with set up out of the way—we can get to the real story. At the very least, how could things get worse, after flatling?

Judgment day is here. (Warning: spoilers ahead)

The structure of these movies is a series of fight, flight, and respite. "Oh no, we're captured by goblins, let's kill them. Oh no, there's too many, run away! Oh no, now we're off track and being hunted, now we're sad." Rinse and repeat about 7 times and you've got yourself an awfully predictable movie. This is garbage. Perhaps even worse than that is that it takes 42 minutes and 58 seconds to get to the actual journey in An Unexpected Journey, and the first thing we do is sit down for a campfire story.

The haphazard adaptation is also a pain to sit through. The movie keeps things that are completely unnecessary. If Peter Jackson has enough ability as a director to cut out Tom Bombadil for the originals, he should realize that the Stone Giants are superfluous at best. "But it's in the book!" Ok! It's in the book, so let's try to keep everything, except let's cut the clever dialogue. Bilbo's valiant fight against the spiders is nothing. Riddling with Smaug? We should cut that part, it only

shows the greatest transformation Bilbo has achieved since he left the Shire. Fans of the Hobbit movies are trying to have their cake and eat it too. You can't use the book to justify keeping garbage and then cut great dialogue because it suits you. Re-watching the film in an attempt to find more examples is too simply too draining and unbearable. If you can keep your eyes open, it should be blatant.

Now that we've kept the bad, cut the good, let's add the ugly Azog. The word is written once and only once in the book. Having read the Hobbit, I can understand the need for a central arcing villain. The book is best described as a stitched together series of bedtime stories. There is an ebb and a flow, a triumph every chapter, and no backbone villain. I would argue that it doesn't matter that there isn't a villain. The Hobbit is a story about transformation, courage, and bravery, not of triumph over an evil, but a triumph of self. Instead, what we get is a bunch of angry dwarves and a dopey hobbit being hunted by

a villain who shouldn't exist, with a heavy-handed sprinkle of fart jokes and CGI.

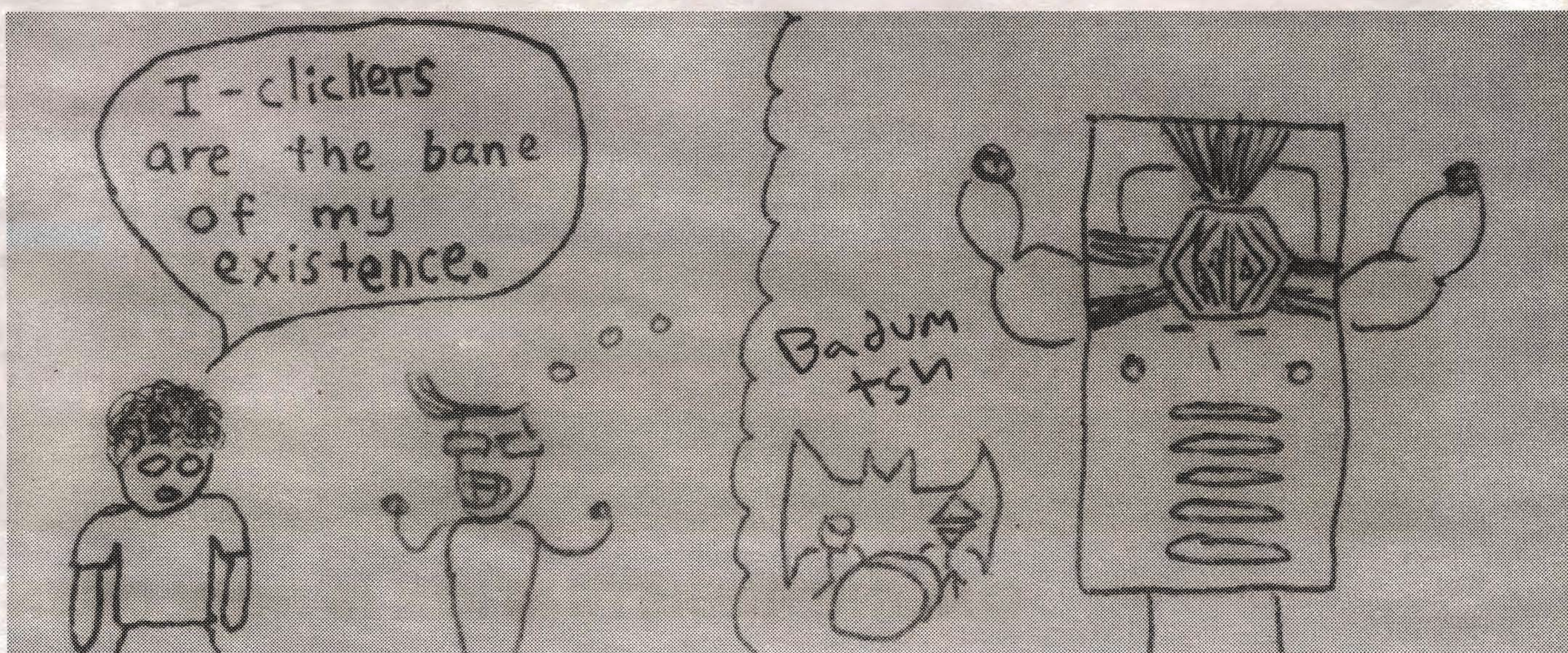
Why on god's Earth is there a budding romance in the second movie? Why does Legolas have a large part in this series? Why have we traded great costuming and beautiful scenery for lackluster CGI? This band of dwarves has less character development than 7 hanging out with Snow White. Why can I see video games and toys blooming out of this movie more than charm and character? Why is Radagast here? Why is he addicted to shrooms and weed? Why is Frodo one of the first characters we see? Why? Why? Why?

Comparing what was done with the original trilogy and this new pile of garbage, I am finally beginning to understand the frustration Star Wars fans felt when Episode I came out. The very man who brought it to the big screen is now trashing a world so perfectly rendered in one movie. The Hobbit couldn't be more disappointing. Final Judgment: Garbage, complete and utter garbage.

### SLIPSTICK

## Bane of My Existence

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**“The COST of these MEAL PLANS makes me want to FLY off the HANDLE, BUT they’re so EXPENSIVE I can only afford to GREYHOUND off the handle...”**

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