Minecraft

This game has become the best-selling PC game of all time (when Microsoft buys out the publishing house of the owners of this game for over $2 billion, you realise that we're talking serious money).

Putting aside the commercial success of this game, let us not forget that the game has garnered an impressive list of awards and accolades, incluing the Best Downloadable Content 2015. So what is this game that has generated all this buzz...

Minecraft is an open-world game (usually played in first-person mode) where the main objective is to...: Nothing. That's right, and perhaps that is the secret of the game's runaway success, there is no clear, universal objective in this game. Each player is simply tasked with building worlds from 3D textured objects. Given the game's lack of clear, precise, objectives, players usually spend a lot of time simply, discovering. For instance, one soon learns that one may encounter 'non-lethal mobs' (e.g. cows, pigs, etc) which the player can target as food.

So basically, Minecraft is a sort of infinite game, in that the plain (land, world) that one inhabits can be of virtially any size. Areas are only loaded into memory when the players is in close proximity to them.

There are a number of differing player modes that the user can play, some of them being:
- **Survival mode**, in which the player's main aim is to, you guessed it, survive. The player has to consume enough, whilst avoiding being 'consummed' themselves. The player cannot die (at least not permanently) in this mode
- **Hardcore mode,** which is basically the same as suvival mode, with the notable exception that the player CAN die (in fact, if you die on a particuar server, you will not be able to play this game again on that same server
- **Spectator mode,** in which the player can fly from one world to another, and simply watch other users play, without getting involved themselves

In **multiplayer mode,** the user can choose between various servers, each of which can be a player-supported server or company-supported server. The point to note here is that particular rules can be instigated on a particular server, such as the blocking of particular IP addresses.

The game was initially designed with the PC user in mind, and hence there are versions for Microsoft Windows, MacIntosh OsX, and Linux. In fact, with Windows 10, players can play alongside/against Xbox Live users.

This game has had huge commercial and critical success. It is worth noting that this has all been achieved without any conventional promotion campaign. News of Minecraft is done mainly through 'word-of-mouth'. Like any game, it's got its criticisms. For instance, a lack of in-game manuals has been noted. This makes it especially hard for new users to learn to play the game. There have also been complaints that servers used to host versions of this game are difficult to configure.