

Oldblock Edition 0.1.0 Features (Based on MCPE 0.1.0)

Game Mode

- Creative mode only.
- No Survival, no health, no hunger.
- Infinite blocks to place.
- No mobs, no crafting.

World

- Finite world: ~256×256 blocks wide.
- Height limit: 64 blocks tall.
- Simple terrain generation: grass, dirt, stone, sand, gravel.
- Trees (oak + leaves).
- Small water/lava pools.
- No caves, no biomes, no structures.
- No weather, no day/night cycle (permanent daylight).

Blocks Available (~36)

- Stone, cobblestone, dirt, grass, sand, gravel.
- Planks, logs, leaves, bricks, stone bricks.
- Glass, bookshelf, wool (all 16 colors).
- Torch, glowstone.
- TNT (placeable but not explosive).
- Bedrock (unbreakable).
- Water, lava.

Items

- None: no tools, no weapons, no food.

UI

- Hotbar for block selection.

- Touch controls originally (keyboard/mouse for Oldblock).

Missing in 0.1.0 (don't add yet)

- No survival mechanics (health, hunger, damage).
- No mobs (not even passive animals).
- No crafting or inventory grid.
- No minecarts, redstone, chests, doors, beds.
- No Nether, no End.
- No weather, no time cycle.
- No biomes.

Checklist

- Creative-only gameplay.
- Small finite world (256×256×64).
- Basic terrain gen: flat-ish with trees, dirt, grass, stone, water/lava pools.
- About 36 blocks as listed.
- Hotbar UI for block selection.
- No mobs, no crafting, no survival features.
- Permanent daylight, no weather.