

## Minecraft Glossary

- **AFK:** Away From Keyboard. Player inactive or not in game.
- **Boss:** A particularly dangerous and powerful entity.
- **Build:** Used as a noun, a build refers to any object or environment created by players in the Minecraft universe.
- **Easter egg:** A secret feature placed inside a game that is usually hidden from the public eye until it is discovered by the players. Easter eggs can refer to other games, unlock secret functions, or just be for the fun of the programmers.
- **Farming:** Farming in Minecraft provides resources that a player could not otherwise obtain naturally in order to be self-sufficient. Growing crops can be a renewable source of food and materials which can be helpful for in-game progression and animal breeding.
- **GamerTag:** Your alter ego in the gaming world, consisting of an alias, an optional avatar or picture (called a gamerpic), and a bit of info to represent you when playing games and sharing with other people in the community.
- **GG:** Good Game.
- **GL:** Good Luck.
- **Glitch:** A system error in a video game. In Minecraft, a glitch can range from missing textures to items missing from chests upon loading a world, to duplicating rails with pistons. Purposely exploiting a glitch in a game to give you an unfair advantage against an opponent is considered cheating.
- **Half-heart course:** Player challenge to complete a course, starting with only one health point.
- **HF:** Have Fun.
- **Hub:** An area in a video game from which most or all of the game's levels are accessed. Minecraft hubs are also referred to as server spawns.
- **HUD/UI:** Heads-up display/User interface. The displayed player data and status on the screen in gameplay.
- **Inventory:** A player's collection of items (blocks, armor, miscellaneous objects, food, etc.) on hand.
- **Item:** Any object found or created in Minecraft.
- **Launcher:** The login and downloaded front end to the Minecraft client. There are numerous alternative Minecraft launchers to choose from to help manage game versions, modpacks, and multiple installations of Minecraft. Using an alternative Minecraft launcher is almost a must for those into heavy modding.
- **Loot:** The collection of items picked up by the player character that increase their power or level up their abilities, such as currency, spells, equipment, and weapons.
- **MàJ:** French for *mise à jour* or 'update' bringing older versions of a game or operating system up to standard.
- **Map:** Used to view explored terrain and mark landmarks. Maps can also be created by players to design a game environment.

- **MC:** Common abbreviation for Minecraft.
- **Minecraft Java vs Minecraft Bedrock:** Minecraft Java is the original version of the game founded on the Mac, PC, and Linux platforms. It is the cradle from which the rest of the game's editions would eventually be born, and highly compatible with a wide range of mods, texture packs, and resource packs (even if it doesn't have access to the Minecraft Marketplace like Bedrock Edition). The Bedrock Edition, developed by Mojang after its acquisition by Microsoft, is made with its own codebase separate from Java. This codebase is compatible over more platforms, has lower system requirements, and has basically unified the Minecraft universe between communities.
- **Mojang:** The Swedish studio behind the Minecraft universe.
- **Mob:** An entity, not necessarily a group. In vanilla Minecraft, any living creature is a mob. However, in Minecraft's code, mobs are only considered entities that are hostile to the player and extend the 'EntityMob' class, including zombies, creepers, and spiders.
- **Mod/Modding:** Customizing the game by altering the original code to include new characters, objects, and more.
- **NPC:** Non-Player Character. A computer-generated entity using AI to interact with players. All mobs are NPCs.
- **Parkour course:** Aerial course, where players jump from one catwalk to another to complete.
- **Pitch out :** Players find themselves on a flying island, the goal is to knock all other players off this island and be the last one standing.
- **Pixel Art:** Using blocks or pixels as a base module to create an image: the fundamental medium of the Minecraft universe.
- **PvE:** Player versus Entity combat, where one or more players battle computer-generated mobs.
- **PvP:** Player versus Player combat, where players battle each other.
- **Sandbox game:** A video game that provides players a great degree of creativity to interact with its environment, usually without any predetermined goal or, alternatively, a goal that the players set for themselves. Being a sandbox game, there is no true end to Minecraft but it is generally accepted that you 'complete' the game upon killing the ender dragon.
- **Side quest:** An optional quest which does not advance the main objective.
- **Skin:** The textures that are placed on a player model or mob model to change its in-game appearance.
- **Spawn:** Your original starting point in your Minecraft world. If you die before setting a respawn point, you will start over all the way back at spawn.
- **Textures:** Files that change the visuals of blocks in Minecraft. These blocks range from building materials, items, mobs, and anything else that you can see in your game.

- **Thimble:** High Diving is a game in Minecraft, played by multiple players. Each player, in turn, must jump into a pool (approximately 10x10 in size) and place a block where they landed. If a player lands on a block instead of in the water, they die. The last one standing wins!
- **TNT Run:** Players find themselves on a closed map with a layer of blocks under their feet that disappears as they pass. The goal for the players is to be the last one standing. If players fall into the void, they are eliminated.
- **Vanilla:** Often used in the gaming world to refer to the original game, without any modifications or expansions. Minecraft Vanilla refers to the original, pure version of Minecraft, without any mods or plugins added.