

Minecraft Play: Design and Build a Restaurant

Designing and building restaurants in the game is an important way to customize your world. It's fun to invite fellow players to visit your restaurant and enjoy a fresh meal of cooked chicken or even a cake.

GAME MODE

Creative

APPROXIMATE TIME TO COMPLETE

2-3 hours in Minecraft

PLATFORMS

PC/Mac, Consoles, PE

- Sort through the information you gathered in the family activity and choose the elements you would like to include in your restaurant design. Follow the checklist on the opposite page as you design your own. As you work, stay true to your restaurant theme, but also consider doing something surprising.
- Choose a location for building your restaurant, one that suits its style. Will your restaurant be surrounded by other businesses in a large city? Could your restaurant be on a mountaintop or near a beach? We built a restaurant that blends the indoors with the outdoors (figs. 1 and 2), with a garden next to the seating.
- The kitchen is the heart of every restaurant. Decide where yours will be in relation to the dining room. The kitchen for this restaurant is in the back, but the food is out front. Think about how many chests you'll need for storage. The furnace cooks food to perfection (fig. 3).
- Decide where some of your food will come from. We built a yard for cows and chickens so we could get fresh milk and eggs easily (fig. 4).
- Think about where the patrons will purchase and consume the food prepared in the kitchen. How much space is required between tables? What kind of pattern is the layout of the floor plan? Is it a simple grid with tables and chairs in rows, or more free-flowing?
- When you choose a name and create a logo, remember that even logos have patterns in them. The pattern of your logo can be based on size, color, shape, and name. Take care in creating your name and logo. Make both memorable! The best restaurant designers consider theirs carefully.

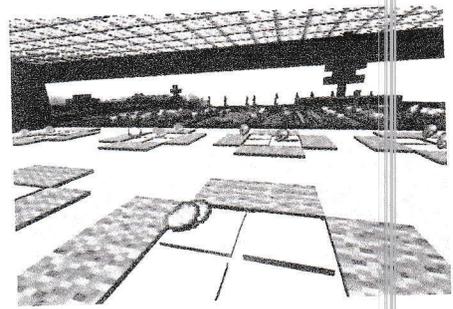


Fig. 1: In this design, the restaurant's exterior (a garden) and interior (low tables and seats) are part of the same open flow.

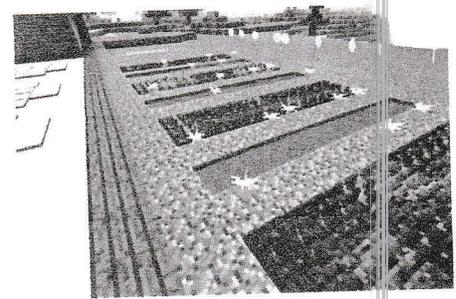


Fig. 2: The garden's rows follow a pattern: two rows of garden plants separated by dirt, water, dirt with dandelions, and sunflowers.

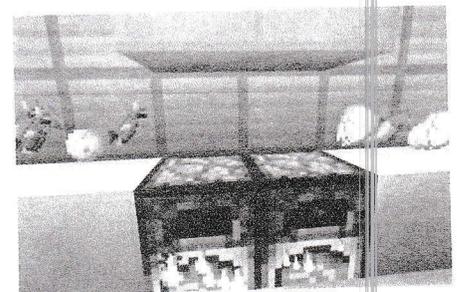


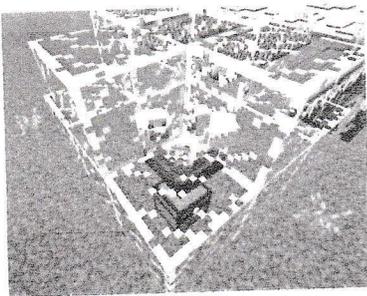
Fig. 3: Stock your restaurant kitchen with raw chicken, raw fish, wheat, sugar, and vegetables and store in chests. The furnace cooks food to perfection.



Fig. 4: It may seem strange to have animals near the dining area, but easy access to fresh eggs and milk make up for the barnyard feel.

ONLINE RESOURCE

If you want easy access to food, consider crafting an automatic egg farm. All you need is some redstone, hoppers, chickens, and a few other items. Check out this great tutorial on automatic egg farming: <http://goo.gl/080o6h>



Automatic egg farms allow easy access to fresh eggs without having to chase chickens around the Overworld. Build the walls high enough to keep the chickens from getting out.

MINECRAFT RESTAURANT DESIGN CHECKLIST

- Choose a theme.** A few restaurant themes include fast food, fine dining, family style, and ethnic. Fast food restaurants focus on preparing and serving food quickly, while fine dining restaurants emphasize a custom high-priced menu. Family-style restaurants are casual and typically serve large portions. Ethnic restaurants have menus that originate from a particular culture, such as Mexican, Greek, or Italian. Try mixing up the themes to develop a custom restaurant.
- Decide what kind of food you want to serve.** It can be diet specific, such as vegetarian, vegan, or chicken only. Perhaps the food is from a particular culture?
- Design the space.** The space in a restaurant sets the atmosphere and pace. Some restaurants are dark with individual dining areas; others may be more communally centered with large tables shared with multiple dining parties. When designing the space, be sure to consider the route patrons and servers take when navigating the restaurant.
- Choose an ambience or atmosphere.** High ceilings make the space feel large, airy, and often cold. Smaller spaces can make a restaurant feel cozy, encouraging patrons to sit closely.
- Build the kitchen, dining room, and bathrooms.** Each space requires specific features. Imagine you are using the space as the chef or a patron. Consider how far the chef must travel to complete a dish or how smooth it is for patrons to find their table.
- Build a menu.** Before your patrons get to experience your restaurant they will want to know what food you serve. Pay close attention to the food on your menu.
- Craft a name and logo.** Some restaurants are named after the founder; others might be named after the style of food they serve.