

IFPL Minecraft LAN Party

Original conversation question: Can we set up a library Minecraft LAN party in the computer room?

Answer: Yes, but decisions need to be made on how we want to do it and those decisions determine the cost involved.

Notes:

- We have all of the tech in place to run the LAN party in addition to a Minecraft server and one Minecraft “admin” account.
- We can change the game type and rules as we see fit as it will be run on our own server and play is restricted to just those using our library network.
 - As far as game type and rules, we can do a lot of things with this. Examples include:
 - A library survival night – winner or top “x” get to choose a prize
 - Group vote on the rules – majority wins and that is what is set up and played that night
 - Most creative house builder (as determined by staff) gets to choose the next library Minecraft LAN party game type and rules
- We can currently have 33 computer room PC’s and a good wireless network.
 - Further testing will need to be completed to determine how many we can have on our system before it becomes too laggy to enjoyably play.
 - Depending on the strength of our environment, it may be possible to add additional computers for members to use.
 - Depending on the strength of our environment, it may be possible to add additional Ethernet lines for members who want to bring their own device to connect to our network physically.
- Every non-Classic Minecraft player has to have their own paid for account to play Minecraft which is a one-time charge of \$29.99 + tax.
- Each single Minecraft account that is played on PC’s is tied to a single Microsoft account – One Microsoft account cannot have multiple Minecraft accounts.

Option 1

The library can provide just the environment (place, equipment, network, server, etc.)

- This is the lowest cost option where costs would primarily be in staffing, electricity, and device wear and tear.
- Members would be required to have their own Minecraft accounts to log in with.

Option 2

The library can provide both the environment and the Minecraft accounts (seats).

- This includes the same costs as Option 1 plus 33 seats at a cost of \$989.67.
- We would not provide seats for members who want to bring their own device to use on our wireless network.
- If our environment is capable of sustaining more computers and they are added, each addition would add \$29.99 + tax to this cost.

Option 3

This is a blend of options 1 & 2 where the library provides the environment and some, but not all of the seats.

- Costs land in the middle of options 1 & 2 depending on the number of seats we want to provide.
- Members not using our seats would be required to have their own Minecraft accounts to log in with.

In all options, moderating rules and enforcement would need to be figured out.