Minecraft city hall ideas

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Skip to content Contact us | About me | Privacy policy | Terms of use A landscape based on ancient Greece A metropolis or a city is a complete urban area with buildings and a dense population. As a project, though it should be remembered that building a metropolis requires using a large number of resources and a lot of time. This tutorial should only be a reference, not a step-by-step lecture. You should make up your own ideas along the way. When editing, keep the buildings list in alphabetical order. This tutorial is aimed for fantasy, medieval and modern buildings, feel free to find the tone that fits better for your world or multiplayer modded server. Preparation[] Before starting a metropolis, the player should decide on their project's theme, limitations, goals and tools. If the player needs help with finding a metropolis in Survival mode may be the most rewarding. Others may want to work on the project in Creative mode so they do not have to spend time gathering resources. To make building quicker and easier, the player may also want help in their project in the form of friends, commands and structure blocks or even third-party programs. Plans also have to account for what the project is future use is, who will view it and what will those viewers' needs be. For most themes, the easiest location to build would be somewhere that is generally flat as it removes the need to clear-out large areas. Such an area can be found through a variety of ways including finding a generally-flat biome (such as plains and oceans) or loading a different world type such as superflat or buffet. The player could also use a third-party program such as WorldEdit, MCEdit, VoxelSniper, and WorldPainter to clear an area. If the player will need to consider those things while finding/preparing an area. If the player plans on building their project in Survival mode, they should ensure they have the basic materials they need to keep the project going, such as good tools and armor, food, and perhaps even a beacon or scaffolding. The player also needs methods to collect all the blocks they will need for building their project. As such, they may want to try using more common blocks. Getting started[] The player should start planning out where a couple of large features of the city will go before they begin building. Then they can ensure they and any other players can begin building, it's best for you to know what blocks to use in your theme. A project will usually look better if built with blocks that work well together. The best blocks to use together will yary throughout the build, but generally the block types used will gradually shift from area to area. Lighting should be remembered throughout the build. Building interiors are something the player may want to work as well. If the metropolis will be used for a multiplayer world or custom map, the player probably should be careful to not use blocks in their builds which players can easily break or grief. Also, you should plan for the residents of their town. The needs of villagers are different than those of a couple of friends. The player may also want to avoid overusing rare and hard to acquire blocks such as emerald, gold, and diamond since they work best as attention draws to areas such as spires, corners, or doors and not for main building materials. Making large areas of these blocks make a build too shiny and overwhelming, and lacking in variety. City Plan[] Before you create your city, you should make a city plan. One way to make a city plan is to follow these steps: First make (in your paper, drawing, etc. for your city plan) all the blocks needed for your buildings. It is preferable to make a grid, but some city styles may need other shapes can be more difficult to build: circles, for example, usually require one to search for an online circle generator due to Minecraft's being cubes. Then you can draw the shapes of your areas or districts, industricts, work districts, industricts districts, and richer districts, work districts, and richer districts, and richer districts, and richer districts, and richer districts. and another less notable and will make the city feel more natural. Next, start filling in the blocks, with the things you want to put there according to the district (like houses for a rich residential district). It is recommendable to only fill in around half the blocks, to leave space for other things. After that, start filling the remaining half with other things. that belong to other districts (like schools in a residential area), with things like parks, markets, etc. or simply with other things that comes to your mind. In the next place, add some big avenues across central locations. Make the things that are in front of the avenue bigger (instead of a house, an edifice, instead of a shop, a market, etc.) Finally, you can make the outlines with scaffolding, wool, terracotta, concrete, or any other easy-to-collect blocks you have in large quantities. You can match colors with different things. Note: To make it fit into Minecraft. Materials[] Main article: Tutorials/Adding beauty to constructions Minecraft has a variety of blocks and ornaments you may use. Try to find a color that matches the theme. Building Up[] Consistency and planning are possibly the two most important things in a build. Planning can be anything from a simple bullet list of materials needed to a full-scale blueprint of all the aspects of the metropolis. It is best if a town can keep its theming, block choices, sizes, and areas somewhat similar between buildings. Make sure that the first buildings and roads are close in size and appearance to how you want the rest of the city to be. Part of a natural city flow are zones-different areas which better fulfill certain needs for town members than other areas. If the player allows the city to develop into zones as it is built, the city will appear more natural. Building outward and in zones allows different portions of the metropolis to have a different building heights, materials, and the amount of space changes. Planning of where to place and how large to make certain zones should ensure that the build fulfills the needs of any actual or imagined residents of the metropolis. Roads and Paths[] An important piece of planning and building a metropolis is the roads. Roads and pathways connect all the buildings and zones together and usually act to keep a sense of order to the space. Generally, larger areas should include more orderly roads while smaller spaces should have rougher, more mixed pathways. The sizes of roads should also differ by area to fit the spacing of buildings. For this reason, roads should generally be created as needed and not used to force buildings to follow their path. Materials such as cobblestone, coal blocks, obsidian, gravel, stone, sandstone, nether bricks, concrete, dirt paths, and terracotta are all popular blocks for roads and paths. Roads can also be decorated with plants, road lines, and lights. Generally, paths should be fairly flat so they can be easily used for quick travel. Adding options for travel along different roads such as minecart rails, ice lanes, or even just fences to tie horses to can increase the efficiency of roads. If you make a tunnel, it should be at least three blocks tall so players riding horses can use it. You should also be able to navigate the roads easily. Scale[] You should also consider what scale your city is. A smaller-scale city will be faster to build and consume less resources, but a larger-scale city can be more detailed. In a larger-scale city, it is also possible to construct interiors to the buildings, which is not possible in smaller scale. Lighting[] One light source for a metropolis is lampposts. A lamppost can be built with a redstone lamp hooked up to an inverted daylight detector so that the lamp will turn on when it gets dark. You can also use a torch, as you can put them in houses. Another indoor lighting trick is to put the light source under carpets. The source of light will be hidden from sight, but the light will still shine through the carpets. Residential Zone[] Primarily a metropolis needs to have places for its citizens to live. Generally, these areas should be large, yet organized. Smaller roads, shorter buildings, more greenery, and small blocks keep the area more friendly while the opposite create a larger, busier feel. Most residential areas will keep houses spaced close together. Some areas may work best with tall apartments. A residential zone usually feels more lively if the player includes a couple of small shops in the area. Some shops can be added as part of a living space. When working with multiple players, it may work best to allow players to build their own housing. The deeper within the city, the more urbanized the housing generally should be with larger buildings. If the metropolis works well with it, smaller, single housing can make up surrounding suburbs and even further out rural zones can allow large swaths of land to be lived in by a very spread out population. Commercial Zone[] These zones are for trade such as through markets, shops, malls, restaurants, or grocery stores. Trade allows for citizens of a city to get all types of items and services without having to specifically work for each type of item or service. Some shops work better mixed in with residential zones. A commercial zone can allow for lots of shops to be clustered together and for large stores to be neatly separated from the housing. If the citizens are players, commercial zones can create extra opportunities for player interactions. Public Transportation and Transit Stations[] Since a metropolis should be quite large, efficient transportation is important to keep the city together. Public transportation hubs can create efficient travel. Some cities might work best using the Nether to decrease the travel time and distance. Command blocks can be programmed to teleport players when triggered. Infrastructure fitting to the theme of the metropolis should also be used to give more life to the city. Industrial Zone[] Mass production greatly decreases the space needed for many people to live, but it isn't the prettiest sight. Nobody likes to have a house with cluttered views of smog-belching factories, so make sure your industrial zone is not next to any nicer houses, and preferably none that are owned by those who don't work in the industrial zone. Plan a green area in the 100 blocks, or maybe a river. Industrial zones keep giant farms or mass produce items, this also may reduce lag by keeping these large, item-creating structures unloaded when unneeded. These areas are generally best kept further from any type of residential or commercial zone since their function is often practicality over appearance. Capital[] A city really can appear to have more pride just by adding a capital area. Adding larger, flashier buildings to stick out in the city skyline gives the city a sense of power. The area can be decorated with statues and monuments. Such areas are usually more expensive to live in, so rarer materials fit into the block palette well. You can build a large building for the government (You may not need it). Suggestions[] Here are some ideas to help the player get started on their city. You can mix and match multiple types. City Themes[] A D[] Historic Setting: Using a style based off of historical places such as ancient Egypt, ancient Rome, native American villages, English colonies, Wild West settlements, medieval cities, or prehistoric-style can allow for some fun block choices and zoning. Game block choices also match up easier with older time periods, so using such a style may save the player the difficulty of creating modern objects in-game. Creating a metropolis based off of ancient or historical civilizations or settings can help the player understand old challenges and history. For Example... Pirate Port: Think back to the time of pirates and sea shanties, and build off of that. Be sure to add ships off in the distance, lighthouses, docks, and a tavern or two. Add some parrots and dolphins to make the port more lively. You can also fit the ships with TNT cannons. Using pillagers can work. Wild West: This is best to build in the badlands or desert biomes. Have something like a cowboy town, with a sheriff. You could add dead bushes as tumbleweeds and simulate pistols with crossbows with Quick Charge and Piercing. Enforce the laws with cowboys on horseback. Make a huge herd of cows for the town's food supply. Biome Dependent: A city's features could be directly based off of its land. Buildings and roads would then remind the player of where they are no matter the biome or land features. Block Limitations: To force more creative use of specific blocks (especially important since using fewer blocks improves the quality show up in their builds. Sometimes, using specific blocks could act as a way of theming or adding a story to the city. Possible limitations might limit the material, color, or rarities of blocks available in Classic. Cloudy: Build your city in the sky or even at cloud level using light tones and soft looking blocks such as rain, snow, lightning or even a rainbow could be seen as coming from the city. Colorful: Make the entire city with one color or color scheme possibly also utilizing particles or mobs of certain colors to contribute to the theme. You can also make a bunch of cities of different colors, or make parts of another similar to a rainbow. Cultural: Base your domain around traditional architecture employed across the world. Every country or group has its own style of architecture, with East Asian and European architecture being probably the most well-known styles. For example in traditional Japanese architecture, wood is the most common material, whilst roofs are elevated slightly off the ground. In traditional Chinese architecture, wood is also a common material, and buildings are typically bilaterally symmetric and feature enclosed open spaces. Cultural Obsession: The citizens of a city could have a common obsession. Whether it be a sport, craft, or trend, the city could reflect that through its decorations. This gives the player opportunities to create many different decorations. It also adds a personality to the city, since it can be somewhat seen what is important to the citizens of the metropolis. Disordered while creating them, they can add a special story to parts of the city and make something unusual. The player could also make a point of making a certain feature to always appear disordered such as city walls. Domed: Build your city completely out of domes. The domes can be floating, on the ground or underwater, and can be made out of glass or any other material. You can connect the domes with bridges or tunnels, or make each house a small dome. E - H[] Ecumenopolis: Turn the whole world into a ecumenopolis (read: an extremely big city), stretching from bedrock level to the world height limit. At the top, there could be high-rise penthouses with panoramic windows, while at the bottom, there are slums and just make your city a colossal skyscraper. Regardless of how you do it, this project will be very timeconsuming in Survival mode, and even in Creative mode will take quite a while. Electric City: Use nothing but redstone blocks and use iron doors. Also use lots of complicated redstone mechanisms, like doorbells, elevators, and flashing indicator lights. Use flying machines and minecart subways for player transportation and an item transportation system for post services. Try using redstone for defense too, like hooking up dispenser machine guns and "spike traps" made by arrows shooting out of the ground. Iron golems fit well in this city, due to their robot-like appearance. End Fortress: Build a massive version of end cities in the End using mostly the materials found there, such as end stone bricks, obsidian and purpur. Build rooms and entrances at least three blocks high to allow endermen to enter and build three blocks high to allow endermen to enter and build three blocks. Use shulker boxes and enter the blocks high to allow endermen to enter and build three blocks. Use shulker boxes and enter the blocks high to allow endermen to enter and build three blocks. black and purple clothes or just be endermen. Add a chorus plant farm, a harbor for end ships and high towers for flying with elytra. Use end rods for lighting one city, build a lot of cities. Make one city to be larger than others, and make it the capital of the empire. Connect the cities with roads or a minecart network. Add smaller villages and farms outside the larger cities. If you want a more militant country, build huge walls around the borders, build many large militant country, build huge walls around the borders, build many large militant country, build huge walls around the borders, build many large militant country, build huge walls around the borders, build many large militant country, build many large militant country, build huge walls around the borders, build many large militant country, build many large militant many large mili were conquered. Flaming City Make a town and set it on fire without destroying it. Netherrack and magma blocks are good for this purpose. Use lava in places where water would normally be found. Striders are one possibility for transportation, but make sure they won't be exposed to rain. Utilise fire-resistant mobs as inhabitants. You could also players with Fire Protection armor or potions of Fire Resistance to take up residence. You can also use mycelium, gray concrete powderand basalt work well as burnt Grass, ash and burnt logs). You can also outlaw water, and if you need to execute somebody, do it by burning them alive. Make sure not to build with any flammable blocks, for obvious reasons. Floating: Make a city on the water, preferably on the main building could be a big flagship. The city can be also built on a large platform on the top layer of water, so it looks like it is floating. For transportation, you could build connected nether portals in the city, and the mainland. Boats and Frost Walker boots are also a good form of transportation in this city type. The city might also be built inside a single, giant ship, you might fill it with animals of all kinds, to make it resemble Noah's Ark. Frozen: Make a settlement out of snow and various forms of ice. Using normal ice isn't recommended, as it will melt in bright light. buildings could include igloos or much larger structures such as a icy castle, and be inhabited by snow golems, This is a fairly easy to gather resources for due to the ease of farming snow and ice., If you are using Creative mode, the "Snowy Kingdom" Superflat preset with a few extra layers of stone is ideal. Generated Structure-Based: Find a generated structure might need some modifications before being inhabitable, as some generated structures don't have light sources, might have monster spawners or traps, and might be even partially ruined. Giant: Make a gigantic city! Build giant buildings, preferably skyscrapers, and have sugar cane, cactus, and tree farms. To cap it off, have the whole population be endermen, and, if you have cheats enabled, giants. (Be sure to have high entryways so your residents can get in and out.) Heavenly: Make the city seem divine using a bright white colour scheme. Give each citizen an elytra to make everyone look like Hell, and build a guarded portal as a connection between the cities. Holiday Focus: The town could be built based on a specific holiday or season such as Christmas or Autumn. The entire city could have subtle and major ways of reminding the other players about that specific focus through the details, structures and regions of the city. I - M[] Invisible: Make everything in your city made of glass blocks, glass panes, barriers, and/or ice, with no doors for your buildings and use Light Blocks to ensure brightness, if in creative. However, leave the ground grass, snow, or whatever block it already is. Alternatively build the entire city out of blocks that disappear if a player is too far away from it. Examples are chests, shulker boxes, item frames, and banners. It may be expensive, but it's worth the surprise factor when an entire city suddenly pops into existence. A third option could be to Use redstone to make the city pop up out of the ground! You can stop interiors from collapsing by placing carpets inside. The redstone may be complex, and the city may look messy, but it would provide for an amazing surprise to anyone trying to attack you. Industrial: Build a city entirely around producing things from raw materials. For this theme, you may want to limit the population to mainly workers. You could have the performance of the workers tracked through a server rule. The buildings may be made of grimy metal and stone and there could be a limited number of buildings that are not for work. Try and create a grimy, dirty, polluted feeling around the city as a whole. Large logistics networks could be set up, like minecart trains carrying food from farms to processing plants, etc. You can put security features in place to prevent industrial espionage or stealing of the goods produced in your city. This kind of city might be quite competitive, trying to outsell or accumulate more wealth than other places. Impoverished: This is an interesting challenge, as instead of building a city filled with the rich, this land can be filled with poor people. Instead of large buildings and roads full of expensive materials, the city might be filled with smaller huts, slums and shanty towns squeezed into each other and made with simple resources. It can be a refreshing build as it moves away from the mormal order most cities have. Island: Find an ocean in the middle of nowhere, or use the water world in Superflat and reduce the amount of water. Then start building an island, or use a natural one and make the buildings look like they are in a real island city. Don't forget to build a port that connects the island with the outside world. If you want to add a tropical island, include miles of beaches and beautiful scenery, try building palm trees and make numerous tourist hotels. Maze: Make your city a maze: hard to navigate, easy to get lost in. Make your city hall/capitol in the middle of your maze city. Having the city streets to be narrow and twisted alleys instead of broad and straight boulevards helps, and expanding the city surrounded by a wall made out of a highly resistant block (bedrock, obsidian, etc.). Try and make the city as scary-looking as possible, with armor and weapon factories, lots of smog, and some lava. Also add TNT cannons facing outward beyond the wall, dispensers filled with poison or harming tipped arrows facing out, and armed guards patrolling everywhere. You could also add Iron Golems for some added protection. If you're playing on a server, constantly attack and overtake other cities, villages, or fortresses. Loot them, and then leave them ruined. Mob Town: Creating a town for non-human creatures can add extra creativity for a build. The player would need to figure out how mobs would live in a city environment, this is likely to require different spaces such as underground tunnels, being built high in the sky or space, or deep underwater or even in another dimension, so it might be easiest to make the entire city devoted to just one or a certain category of mobs. A city inhabited by hostile mobs will likely be very dangerous, so it might be a good idea to take precautions to protect visitors. The citizens could be mobs or something that doesn't exist within the game. Modern: Just build your city like a city you would see in real life today. Make a city/town/village based on a place in your favorite movie or a movie that you liked. It can also be a place from a video game, TV show, or book. You could use items, mobs or status effects to truly replicate these environments. Mushroom City: Build your city on the top of huge mushrooms connected with bridges and build some of the houses inside red huge mushrooms. This works in most biomes, but the best place for this is the mushroom island biome. Mythical Location: The player could recreate some location from mythology, a book or movie series, a fairy tale, or a video game. The city may need to be set in a specific biome or area such as underwater. The details from the source could be carefully added into the city to let other players feel as if they have really stepped into the recreated world. Many details may need to be imagined up by the player since most fictional sources cannot capture the full extent of details in the worlds they create. N - R[] Other Worldly: A metropolis could be made to exist as if in a different world or dimension. For example, the world could have weird gravity, special technology, exist on clouds or be entirely made out of candy. The way a city functions within a different world would have to be fully considered while creating the metropolis and make the whole population passive mobs. You can decide whether other players can live there and if using animals is legal e.g shearing, taming. One thing that is illegal, however, is killing anything in the town. Make sure to keep out monsters that could harm the inhabitants and separate animals which could harm each other or alternatively play on peaceful mode. Ruins: The city could have sections that feel old and forgotten. Rougher textured blocks, soil, and plants can be added to create overgrown or damaged feels to city areas. The player could also utilise darkness. Larger ruins could have holes, missing windows and doors, entrances blocked by debris and piles of blocks. Whilst ruins usually are abandoned, they don't necessarily have to be. If the city was destroyed, survivors might be still be in the ruins amongst the dead and undead mobs. One method of building this city is to destroy most of a pre-built city although it might not look natural as manual detailing contributes to a ruined feel. You could make it a sort of explorable structure with chests, treasure and secret rooms. Features of the city could hint at why the area is in ruin such as disease, population shift, disaster or just poor management. S - U[] Shrunk: The inhabitants of the city may appear normal-sized to the player, but they would exist in this scenario as tiny people in a giant world. Part of creating such a city would be making the area around the city to show how small the inhabitants of the city are. Plant large jungle or spruce trees around the city are above (or below) but add something that will make it float (an anti-gravity engine, several jet engines, etc.) in the air. Sovietesque: Center your city around a grand square for the government, and construct wide roads and tall concrete buildings for the city's inhabitants. Always include statues or pixel art of the leader. Your city should also have an extensive metro system, as well as parks, athletic centers, public bathhouses, and schools, all using one or two materials. The outskirts of the city should consist of large wheat fields and farms. Space: Consider building your city with dark blocks. You could also build the city in the [[End] due to the dark void and starry skyscape, But the Endermen that spawn there wll likely damage your builds, unless you use commands to prevent mob griefing or play on peaceful mode. You can add Nether portals as "wormholes" to your city although these won't work in The End. Make asteroids, planets, comets and other space phenomena to build on or simply for ambience. You can also build spaceports in your city, containing spaceship Special Feature: The town could, like Venice, Italy, have a special feature. Features could include the city being connected by waterways like the aforementioned Venice, be underwater, underground, hanging from some roof, supported on arches and stilts over the land, be filled with or surrounded by walls, or be deep underground. Fitting such a theme adds a unique element to the metropolis. Spooky: This type of city might be built in many places depending on the theme, but dark forests and swamps, due to murky water and dark foliage, are some of the best settings for a city like this. You could remove mobs or replace passive mobs with hostile ones, but if you want an abandoned feel, their presence may be quite effective. You could use various commands to create permanent thunderstorms and night and have your city illuminated by moonlight. Use dark and dilapidated-looking materials for buildings and use stairs and slabs to emphasise disrepair. There could be graveyards (with spawners), flooded houses, shrines, dungeons, trampled farms or more. You could have spooky caves near the city, to produce ambience noises, or use command blocks to produce them. Maybe even have a statue of Herobrine or his castle. Steampunk: Use architecture from the 19th century for this city type. Have infrastructure and technology be steam-powered in the city, and have many factories with lots of cogs and smokestacks. You can use airships for transportation. You can even make the city flying and "supported" by giant fans. Wooden and metal blocks also look steampunk-esque. Teeny Town: Make a little, tiny town! Make a little, tiny town! Make the whole population very small mobs such as cave spiders, small and/or tiny slimeand magma cubes, and silverfish. Make small houses (you may even think of putting the dragon egg as a roof) out of fences, slabs, pressure plates, and carpet, using fence gates as doors. Use ferns and dead bushes for a touch of plant life. You can also use saplings, but be sure to put them in flower pots, or they'll grow into trees, which are far too big for a town of this scale unless you want a giant redwood forest. Trap City: Fill your city with traps. You can even make the city itself a giant trap, making it impossible to escape. building a city out of TNT or flammable blocks would make a city entertaining as well, with the entire city destroying itself if you want it to, this might require a hardy device however. Backups of the world can be made so the city can be destroyed for the player's entertainment. Treetop: Build your city in any forested biome, but rather than cutting the trees down, build your city on top of them, construct or hollow out giant trees or wrapping around and inside them. This city can be quite easy to hide, if you use blocks and armor that blend in. To defend, construct hideouts in the trees for archers. Using lava or fire is heavily discouraged, as almost everything in this city is flammable. Some of the best biomes to build this in are the jungle or Old Growth Taiga biome, due to the abundance of large trees there. An example of a forest city Twin Cities: Have two cities next to each other. They could be deadly enemies, or opposites like a rich and a poor city, an electric and a magic city, an evil and a good city, or an elvish and a dwarvish city. + Underground: Build your entire city underground or in a mountain. One way to do this is by building a maze-like network of tunnels or a large cave system or chamber where the people live. Buildings could hang from or be built into the roof or walls of the cave or sit on the floor. Lighting could be provided from lava, luminescent stones and plants or rely on sunlight through Daylight Sensors or skylights, themes could vary widely from fantastical, to futuristic with mines, bunkers and dwarven treasure hoards all fitting very well into this category of city. A city built underground should usually be quite easy to defend and hide, as only entrances and windows will be visible from the surface. A more paranoid player might want to rely on chorus fruit or [nether portal]]s as an extra step. Underwater: This city can be very difficult to build, especially in survival due to the player's inability to breathe, see or mine effectively underwater without certain items or enchantments. Build your city in one large or a series of glass domes, or otherwise waterproof, possibly made with doors or trapdoors. It is also possible to make the entrance a tunnel, tube or cave leading to land, or sea level. This city should be easy to defend, assuming you build it deep enough, as any potential attacker would need potions of water breathing just to reach it. Upside-Down: Forget logic! Make your city upside down! Make a giant ceiling, or just build midair constructing the buildings literally from top to bottom. Have all furniture fixed to the ceiling. As for the roads, you can use a Railway system. If you can use a Railway system. If you can use a Railway system. If you can use over-hanging bridges to connect the buildings, or you can use a Railway system. help. Utopia A perfect city! Build a city that is idyllic and perfect to live in in every way. Perhaps as a twist, something more sinister is going on secretly. V - Z[] Village: Make your city like a normal "Minecraft" village and use villagers as the residents. See here for the full list of blueprints for the village structures. You can even create your own buildings related to the other village buildings. Be sure to keep iron golems around the village or else your village will become a zombie village or else your village will become a zombie village. Venice: Make your city have canals of water or lava for roads. Add bridges as well. Boats or Striders can be used for transportation, Also, if you use lava, avoid flammable materials in buildings. Vertical: Build a huge tower out of any material you want. Then, use ladders or scaffoldings to travel across the city and make the buildings stick out of the tower. Make this tower very tall and wide. You can also build this city underground, on the side of a cliff or a hole. Void: Either create a superflat world with the Void preset or build a city just like you normally would, but with the buildings floating over the void in The End. A city like this will be a dangerous place to live in, as the risk of falling into the void is constantly present. Zombie Apocalypse: Make your city look like an apocalyptic city with ruined buildings everywhere. Make broken vehicles and fallen trees, add vines or mossy versions of stone to the

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houses. Have various zombie types infesting the city. Transportation[] You need a method of transportation for your city (remember to make with block resistant to explosions). Boats: If your metropolis is spread across
several islands, then build a boat network. Have harbors at every island and make buoys in the water with signs directing people to other harbors. You can also be used on land, moving especially fast on certain blocks. This is a great way to transport mobs! Command
Hub: High above the city, place a platform with command blocks on it. These command blocks on it. These command blocks with signs. All the locations labeled on this platform should have their own command blocks teleporting the player back to the hub. It is also a fantastic place
to place a community end portal, nether portal, nether portal, elytra launchers, and other contraptions. Elytra: Create several elytra launchers, each with fireworks, and let people fly to wherever they want. Put the launchers in convenient places. You could also have some other transport system (like minecarts) to serve your city, but have a central airport in which
you use elytra to get to other cities. Flying: This will need either command blocks or an admin. Basically, have an "airport" where command blocks and/or an admin will give players spectator mode so they can fly from the new airport to another. Creative mode also gives players an ability to fly, but isn't recommended, as creative mode abilities can be
easily abused. Flying Machine: You can make a flying machine, or use Slime Block Machines. Mounts: Horse and Pigs! Build a stable to keep them in. You could create separate lanes on your roads, maybe marked with a slightly different material than your normal roadblock. At your gas stations sell saddles, horse armor, wheat, etc. Using a donkey or
a mule also works. Minecart: You can make a subway or overground railway to get people around. See Tutorials/Train Station for more information. Set up ticket booths and charge people, allowing them to drive the minecarts once they pay. An interesting tactic to try out, if you want to have actual trains, is to automate the fare collection process and
make people drive trains. An even more interesting way to do this is to have a use for furnace minecart on and off of powered/unpowered rails to create a great and automated system. Plus, you get to brag that you have a use for furnace minecart. Sea Roads: Build a small road across the oceans and use dolphins to increase your
speed! Teleporting: You can now create redstone circuits which activate command blocks in them, which have the command blocks in them.
The most common way is by walking, so build wide roads out of stone and pavements out of stone slabs or other materials (See the Roads section below for a moment without being attacked. Buildings and Structures[] A - D[] Acropolis If you have an
Ancient Greek city, find a hill, then permeate it with temples and religious complexes. You can build a ruined variation of this in a modern city, too. Airport Build an airport and add a runway to "fly" planes off of. Most of the largest cities should have one. Some things to have in your airport include: Baggage Claim: This is where players get their items
after getting off their flight. You could have chest minecarts continuously go around a little track to imitate the conveyor belt that players put their items on. If you want, have a contraband list of things you cannot
bring through security, like TNT, firework stars, fire charges, lava buckets, swords, bows, and arrows, and use the clear inventory command to enforce. Check-In: Where players can check-in their luggage and present their "boarding pass". This could be a piece of paper or something more valuable. Food Court: Nobody wants to wait for a flight with
an empty stomach. Have a large room with lots of tables and restaurants to get food from. Departure/Arrival Gates: Where to wait for and board your flight. Have lots of benches and a desk. (See Tutorials/Furniture for furniture types.) Runway and aircraft: You could use command blocks, two aircrafts in both the destination airport and the departure
airport and a third aircraft in the air. Make the command blocks teleport the passengers to the requested destination airport. Build different types of aircraft to the air and after a few minutes, teleport the passengers to the requested destination airport. Build different types of aircraft to the air and after a few minutes, teleport the passengers to the requested destination airport.
plane were moving. With slime blocks, you can also make a functional aircraft. You can build replicas of real-life planes, or design something completely new. In a more fantastic world, consider using airships instead of planes, to travel
large distances. Amphitheatre Build the half-stadium like theaters just like in Greece and Rome, and use it to hold plays, speeches, and even executions. Be sure to make it out of clean-looking stone material. Amusement Park You can build roller coasters with minecarts and rails, ticket booths and small shops around the park, and a ferris wheel. You
can make the park small or large. You could even build a water park! See also Tutorials/Building a rollercoaster for more tips. Apartments Build a tall building out of bricks and fill it up with rooms with a single bed and small chest in each. People rent the rooms for whatever you are using as currency and can store their stuff there and sleep. Animal
Shelter This is for pet owners (example: tame cats and dogs), that want to give their pet away. Maybe their wolf is attacking people accidentally. Have cages and maybe a barnyard for the farm animals like horses. These animals are given shelter, food, and water until someone comes to get a new pet. You can sell the animals or give them away for
free to whoever wants them. you could choose between making it a kill-free or a kill shelter. If you make it a kill shelter then you should have a certain timeline posted on a sign at the front of the building telling visitors how long you keep animals before killing them. You can do this manually, have a room devoted to killing, or possibly automate it.
Expand the shelter and add more cages if you're not killing them, as the animals will pile up more if you're not regaining space. Aquarium Build huge glass tanks and fill them with water monsters, like guardians, in the aquarium
but if you have, be careful that they don't attack the visitors or other animals. Aqueducts are bridges for conveying water across gaps such as valleys, rivers or ravines. Not only is it an aqueduct to supply your town with water, but you can also have a nautical highway. Arcade Build a building and make the walls out of colorful blocks and
fill it with fake games made of iron, paintings, and signs. You could even get/make a resource pack or use maps that makes the painting "screens" look like real games! Archery Range A place where people can practice their archery skills. Use target blocks for normal targets, and if you want, you can have mobs riding minecarts for moving targets.
Area 51 A place for admins to manage private matters. Make a small building far from the city and hire guards to kill intruders on sight. Add lots of rooms for top-secret projects and buttons attached, and useful notes. You may want to use illagers as guards.
Arena A player arena, a mob arena or both! . Have lighting, and mob spawn egg dispensers or mob spawn egg dispense
Armorer and weaponsmith villagers could be placed here. Army Outpost A place where your army is held until they go to war. It may be built out of something strong to keep your army safe. You may keep the armor in it, as long as weapons and beds are inside for the army. Barracks: A place where soldiers protect your outpost live. Armory: A place
where weapons and armor are stored. This would be a building under heavy guard, with chests filled with swords, and armor, all of the various tiers. Guard Tower: Put guards up here with bows and arrows, swords, and sets of armor. Place these near the walls to protect the outpost. Walls: Surround your outpost in a wall of strong
material (like obsidian) to prevent those with malicious intents from getting in. For extra security, you could place Guard Towers nearby to prevent those with malicious intents from getting in. For extra security, you could place Guard Towers nearby to prevent those with malicious intents from getting in. For extra security, you could place Guard Towers nearby to prevent those with malicious intents from getting in. For extra security, you could place Guard Towers nearby to prevent those with malicious intents from getting in. For extra security, you could place Guard Towers nearby to prevent those with malicious intents from getting in. For extra security, you could place Guard Towers nearby to prevent people from scaling the walls.
People go here to store their money. Have a trusted person work there and have vaults deep underground to store their gold and diamonds (you can also use dried kelp blocks to represent banknote or money stacks). Only let the trusted person and the owner of the vault into it. You can use piston doors on the vaults that need a special "key" (Lever)
Variation: Use /blockdata ~ ~-1 ~ {Lock:keyname} when standing on a chest. Then, give a player an item named 'keyname' or whatever you typed in the command. More complex version: Have people have a simple account by giving access to an ATM (ender chest). People can also send a request to have a personal vault underground by writing a
book with their name and requested combination and putting it into a minecart with a chest along with their items, and sending the minecart into the main facility. Then, the owner (with redstone knowledge), can build a working vault with combo lock and message the player when they have finished, so the player can access their vault. NOTE: This is a minecart with a chest along with their items, and sending the minecart into the main facility.
method will take up a lot of space, build it preferably underground (Think Gringotts from "Harry Potter"!) Bar Make a store that only sells negative-effect potions, such as potions of Poison. You can make a night club. Batting Cages
Make a building, making it an ample size, such as 27 by 27 by 17. Spawn or transport a ghast in the ghast is killed and the player leaves, spawn another ghast for the next player. Bookstore Fill a shop with bookshelves. Have a librarian villager
work there and have authors write in book and quills to buy or borrow. Also, to make citizens happy, let them write their own books with book and quills. Breeder Make an Industrial Farm and agricultural rooms with chickens, pigs, etc., and when necessary, kill them for meat. Butcher's Shop Make a building with the front having a counter, and in the
back have furnaces to cook meat. Have a butcher villager work there and sell the meat for the butchers, again, just an idea. You could have an automatic furnace to cook food when you city
you could make a campground! A campground is a place with many sized "campsites" that customers can set up "tents" (triangular structures made out of wool) on. This is a very good alternative to a large hotel, if you want to save time. On each campsite, don't forget to create a fire pit with logs, enough space for at least a medium-sized tent.
Building the campsite in a natural or artificial forest is a good idea. Add a gravel path connecting the campsites, perhaps a shack for restrooms (completely optional), a lake or pond (if you're building by water) and a playground. You could even make it in a State or National Park, if you don't want visitors cutting down trees for wood. Capture the Flag
Arena Have a 41 by 20 area split in the middle with a wall using pistons. Add 2 chests with 3 stacks of 20 arrows. Also, have 3 bows. Have a dispenser that shoots fireworks connecting to both trapped chests. The fireworks should be different. This lets people know who won. To
make this, you'll need some redstone knowledge. You'll need 20 wool, 2 dispensers, 20 pistons, 4 trapped chests, and a lot of redstone. Or, instead of just shooting people, you could have to kill them to get them out. You could use banners as flags. Casino Have a big fancy building with minecart with a chest slot machines (minecart in,
random items out) or pig slot machines (using random pig movements.) Cemetery Build a cemetery complex, Make tombstones and dig holes under them. You can also expand the cemetery by building an underground crypt. Cinema/Theater Build a
large building with a ticket counter and a hallway leading to the screen rooms. Have a food bar selling food and drinks. You can also have actors or pistons and redstone moving things about. There could be a dark cave under the seats for monster sound effects, or a note block circuit or jukebox for music. Consider having various screens of different
sizes City/Town Hall This is probably the first building players usually make when building for the mayor, the mayor's assistants, and the people in charge of certain things (such as law enforcement, health and welfare, ...) A good place to put this is the very heart of your city. You can have an auditorium and the
city's archives located in this building. You could even build a huge political complex around it with a secret service headquarters, embassies for mobs or other cities or servers, and put it on armor stands for players to trade. You could arrange by
color, arrange it in outfits, or whatever other way you come up with. You can also sell other kinds of armor. To look extra authentic, either put the armor on armor stands, or add "models" by luring a skeleton or zombie into a glass case and give it the armor. If you are in creative mode, you can put a human head on as well to make them look more like
humans. (If you are using the latter, you must give them name tags to prevent them from despawning.) Make sure that the people who are in your city can't release the monsters. For added safety, you can use barriers instead of glass. Cobblestone Plant Make a factory that produces cobblestone by the thousands! Dance Lounge Have a multi-colored
blocks for a dance floor and use bright lighting (whatever you want to do with it). You'll have a blast! Have note blocks and music discs for the DJ to use. Department Store/Mall Make a huge building with many floors that sell different items. Have a floor for blocks, armor, food, and mob drops, etc., for different prices. In a mall, have each store in a
separate room or stall. Stores could sell items ranging from materials to music discs, or various kinds of blocks and even mobs! A store might also provide a service such as a trading hall, repairing or enchanting items, building/landscaping for or looking after a customer's property or even just grinding. Scrap Shop: Where players trade in beaten
armor, damaged tools and blocks they have no use for, then the owner sells them to people who can't afford full grade armor. Distribution Center: This is where things can then be delivered to the place that requests them where they can be bought, to someone who requests them for a price, to a rest stop, or to a hotel. Delivery requires a delivery
system. Chests store the things that are requested, and there are signs for the places that requested them, so that they are delivered to the right place. Things that are requested are stored here until delivered. Dump A place to place all your junk in, Place double chests in a small shack inside the dump where you can store your old tools and junk or
add an area to place your useless blocks in. And when its full have workers collect the blocks and make them into something new or just destroy them. Put a few around the town for citizens to dispose of their useless junk. Dungeon Arena A dungeon that a player goes into to fight hostile mobs. You could go into the Nether and slay Nether Mobs and
the Wither to find the end of the dungeon, a bunker containing a prize and a portal back to the Overworld. E - H[] Editorial A place where people create several books on guides, tips, crafting recipes, etc. Embassy Make other peoples' voices heard! Build offices that represents another server, a nearby city, or even mobs like villagers, creepers or
endermen! Enderman Art Show Put endermen in a room of blocks they can pick up. After a set amount of days, see how they changed it! Players can bet on certain blocks being moved. Make sure that the endermen are kept in a glass cage, though, or players might anger them. Make the room out of bedrock, as Endermen cannot teleport through
them, and the glass only 2 blocks high as endermen cannot teleport through blocks that are shorter than them. Also remember that Endermen can despawn over time, unless they are named with a nametag. Execution Zone- If somebody cheats or griefs, then you could have them put on trial and if they're found guilty, exile them, make them fight in
the arena, or publicly carry out the death sentence in this place (Makes the most sense if it's a dictatorship OR medieval themed.) Farm Have crops growing, with farmer villagers to take care of them. Raise and breed cows, chickens, pigs, and sheep. Sell the materials you get from the farm. You could sell animals as well. Fire Station Griefing
protection is first and last, but your wood constructions need a plan B. Fill a house with water buckets, lots of splash and lingering water bottles, armor enchanted to fire protection as well as potions of fire resistance, and horses ready to move out in maximum speed. If your city has a minecart network or a channel network, you can use minecarts or
boats instead. As an extra measure, you could have a button in all of the houses to call the fire station, connected with redstone. In the fire station, you could have a button in the fire station, the corresponding torch would turn off. Another way is to have a button in the fire
station over the redstone torch connected to dispensers which will flood the house with water. This is not a very good idea since it will wash away all most redstone and decoration blocks, but it will save your city from burning to the ground. Fountains can be
used as a centerpiece, on roads, in parks, in buildings, etc. Garden Make a big grassy area in the center of the town full of trees, flowers, and tall grass. Use street lights along a road to keep hostiles from spawning. If you feel creative, construct a lookout tower with a spiraling staircase up to the top, which has a view of the whole city. You could also
add attractions such as caves filled with ores and charge people for a guided tour. Be creative with it! Gas Station A place to buy minecarts, carrot on a stick, and 'snacks'. Make a duty so players must show what they're carrying. Build 'pumps' where you can get food for your horses, pigs, etc., (for transportation). For extra décor, you could even build
a car wash at the gas station! Glass Factory A large room with small rooms with many furnaces and glass manufacturing workers, you can also make automatic glass manufacturing with chests, hoppers and furnaces. Great Under-Tier: This should be built at the very bottom of the city. Add lots of factories, refineries, et cetera. This place is likely to be
heavily polluted and can have many workers. Add large "disposal pipes" that eject waste or slag (unwanted trash like smelted stone) either out of the city or into lava pools and fires or incinerators. Build large disposal furnaces that you can burn waste (or execute players) in. Gym This is where you could work out. Have a practice fighting area and a
parkour challenge. You could connect it to the swimming pool and other areas. Hair Salon Make a place with chests and fill them with hair salon Mork there wear hairstylist suits. Add glass as mirrors so people can see how they look, and black
dyed armor (or any color) as the capes that keep your clothes from getting "hairy". Hall of Crafting Create a large building with displays of crafting recipes. Though this has little practical purpose after the introduction of the recipe book. Harbor/Port Can only be built if your town is near the ocean or a river. It will be useful if your town is spread
across several islands. Craft boats and build giant ships. Charge money to rent a canoe or rowboat and fishing rods. Hardware Store Build a big building and fill it up with hardware materials such as wooden planks (in all colors), cobblestone, stone, etc., make
the shelves high and use ladders to get to them easily. Have many checkouts with people manning them. Highway System Make a highway system in your city! Make exits and entrances in the highway system in your city is a big one, you can make several highway system in your city! Make exits and entrances in the highway system in your city is a big one, you can make several highway system in your city is a big one, you can make several highway system in your city is a big one, you can make several highway system in your city is a big one, you can make several highway system in your city is a big one, you can make several highway system in your city is a big one, you can make several highway system in your city is a big one, you can make several highway system in your city is a big one, you can make several highway system in your city is a big one, you can make several highway system in your city is a big one, you can make several highway system in your city is a big one, you can make several highway system in your city is a big one.
used to connect two or more cities. A beltway would be useful for navigating around the city's outskirts. You can even dig a long tunnel under the center of the city. Hospital A place to care for injured players. Fill it with beds, healing potions, surgery rooms, and so on. Hotel Where players can sleep and reside away from home. Food Bar: Where
hungry players can get something to eat. If you want you can have a "Food of the Day" or "Foo
"dressers" (see Tutorials/Furniture for how to do that), chests for guests to put their luggage, a TV, some couches, perhaps a bathroom, and beds. Add an iron door to the entrance and put a wall around it with a button, so players can access a room with an authority. However, if you want more privacy in the rooms, consider using dark oak, spruce or
birch doors instead, as they don't have windows in them. Don't forget to put an obvious button, lever or pressure plate on the inside of the room, or players won't be able to get out without an authority. Swimming Pool and Spa: For the pool, remember to have a shallow end (players can touch the ground without going underwater), a drop-off (where
the water gets deeper), and a deep end. For a hot tub, remember to have a seat along the edge and water with no current. This is where players can go to relax. For a more realistic hot tub, remember to have a seat along the edge and water with no current. This is where players are willing to carry
their luggage all the way to their rooms, but others don't want to haul their luggage around. Place a few minecarts with chests between the 2 entrances in the hotel. Have an authority send the minecart that leads to your room out. After all, only they know which minecart leads to your room. Stairs: Make stairs leading to the floors. You
can do simple stairs, or you can do fancy spiral staircases. Make sure to add railings - the last thing you want is for your first customer to be your last customer to be your last customer to be your first customer to be your last customer to be your last customer to be your first customer to be your first customer to be your last customer to 
have to do is from one piston to the next. I - M[] Ice Rink Place packed ice or blue ice on the ground inside of a building and skate around on it. Using normal ice is not recommended as it melts easily. Have contests to see who can skate around on it.
allow citizens to throw their unwanted items into it so they can be incinerated. Best placed on highly polluted areas like dumps and manufacturing districts. For some extra realism, you could add a chimney with a campfire near the top so that smoke comes out. Inn It could have an elevator, rooms, bathrooms, a lobby, even some miscellaneous rooms
Make sure that you have some chests, furnaces, a fridge, a crafting table, and maybe even other items. Use this for a passerby who stays for the night. Jail When people break the rules, you could send them to jail. Build lots of cells and lock people inside. consider having an admin change them to adventure mode so they can't mine their way out.
Using strong blocks for the walls is also a good way to prevent people from escaping. Another way is to put lava Or inside the walls, so if a prisoner attempts to dig out, the lav will flow on them, killing them. If you don't want a jail, you can fine people, instead if you are using money, or execute them. Lighthouse Build a tall tower with a light source on
the top to serve as a navigational aid for players. Most modern lighthouses are automated and unmanned, and not likely to have enough space inside to accommodate the lighthouses typically have enough space inside to accommodate the lighthouses typically have enough space inside to accommodate the lighthouses typically have enough space inside to accommodate the lighthouses typically have enough space inside to accommodate the lighthouses are automated and unmanned, and not likely to have much interior space, but older lighthouses typically have enough space inside to accommodate the lighthouses are automated and unmanned, and not likely to have much interior space, but older lighthouses typically have enough space inside to accommodate the lighthouses are automated and unmanned, and not likely to have much interior space, but older lighthouses are automated and unmanned, and not likely to have much interior space, but older lighthouses are automated and unmanned, and not likely to have much interior space, but older lighthouses are automated and unmanned, and not likely to have much interior space, but older lighthouses are automated and unmanned, and not likely to have much interior space, but older lighthouses are automated and unmanned, and not likely to have much interior space.
their way back to the city if they leave. The lodestone can be free to use, or you can have a usage fee. If you are building your city in Nether or End, this building is even more important, because compasses can't work without lodestones in those dimensions. In Nether or End, it might be a good idea to place a lodestone near the return portal. Maze
Mostly for people who get bored. This can be used for prizes. It should be made out of mostly materials that are hard to break, like obsidian. Memorial What better way to express yourself than build a giant statue/building to someone or something? Or how about a huge statue of your skin? Perhaps build a zombie villager monument if you want to pay
respects to all the villagers that got infected or killed. Mine Build ladders down to layer -48 and let people have easy access to ores. They can extend it and you can block off some caves and ravines and operate a first come, first served policy. You can also use a deep, natural cave for a mine, if you find a good one.
tunnels as you wish. Museum Make a huge art museum to show every painting in the game. You could also build pixel art and statues with blocks and put them to your museum to show every block in the game, or reconstruct structures or biomes. N - R[] Nether
Colony Build a village in the Nether to expand your city beyond the realm of the Overworld. Observatory Make a building with a ladder in the middle and fences on the roof to stop people from getting hurt by falling. Use to see the stars and the moon and the sun. Remind players to switch to far render distance and use spyglasses! Palace A place to
consolidate your power and live. Not usually used by the humble. May include a personal tower to overlook the city has a channel network or a port, you can have docks for players boats. Parkour Arena Make a structure of your choice, and the city has a channel network or a port, you can have docks for players boats. Parkour Arena Make a structure of your choice, and the city has a channel network or a port, you can have docks for players can leash their mounts. If the city has a channel network or a port, you can have docks for players can leash their mounts. If the city has a channel network or a port, you can have docks for players can leash their mounts. If the city has a channel network or a port, you can have docks for players can leash their mounts. If the city has a channel network or a port, you can have docks for players can leash their mounts. If the city has a channel network or a port, you can have docks for players can leash their mounts. If the city has a channel network or a port, you can have docks for players can leash their mounts. If the city has a channel network or a port, you can have docks for players can leash their mounts. If the city has a channel network or a port, you can have docks for players can leash their mounts.
start creating parkour stages. Be sure to include a way for players to get back to a starting point if they fail a jump. Legislature If you choose to make your world a democracy, build a Parliament, Congress, Senate or National Assembly where player representatives can meet and discuss issues and vote on national issues. Make it unicameral or
Stadium Have an arena of various shapes and have racers who could race pigs or horses. See who can get to the finish first! See the race referee section in the command block tutorial, multiplayer applications section. Players can bet on what rider or animal they think will win and prizes will be given to winning riders. Police Station Make a building
portal in survival mode without cheats. Post Office Make a large building with a main desk and stores off to the side that sells paper, ink sacs, and feathers. Hire people to be mail carriers that carry mail to other users. Users can (for a fee) write letters and send items to other users. You can also make chests on fence posts to be mailboxes. Power
Plant - A large factory-like building that can be a variety of types, used to create energy, possibly in the form of a redstone signal. You can also have "power lines" made of tripwire running from the plant. Nuclear - Use gray blocks to simulate uranium. Add large exhaust towers with mass smoke generators inside. Remember to have it maintained. You
physically killing them, or dropping gravel or anvils from above. Add fires where the daylight sensors on a space station that is beamed down with beacons. Fantasy- Maybe a more mystical or science fiction like
source is used? Perhaps the city is powered by the lasers of guardians or an ancient wizard's mind. Wind- Build a lot of wind turbines in a relatively open area. Radar Center Build Have a lot of giant satellite dishes and control centers. Make sure to put a map on it to detect vehicles, planes, etc. Refinery / Smeltery Build a building and add a lava farm
enormous cathedral to a tiny shrine You can have an area for worship and devotion, or the carrying out of rituals such as Baptisms or Wudu. Some might have a way to practice magic or perform sacrifices, Gather players to be priests or use cleric villagers. Repair Shop Make a store that repairs items for players, for a fee. Have lots of anvils in it.
Restaurant Sell drinks and foods. You should be able to order meals from a menu. Build tables outside or inside so that customers can enjoy their meals on the premise. There can be chests behind the counter, you can hire people to work at the restaurant behind the counter, or the villagers could be placed here to sell food. Just in case the food runs
out, there should be a room behind the counter for the kitchen with even more food storage and crafting capabilities. If you are good with redstone cages that can drop villagers so zombies can eat them. S - U[] School Have a school to teach players about
building, mining, crafting, brewing, enchanting, farming, fighting, and redstone. Make a building (size depends on the kind of school — for instance, an elementary school would be small (20-50 blocks), while a college would be much, much bigger (150 to 300 blocks) and fill it with desks, chests with textbooks in them, a teacher's desk. You can have
all kinds of rooms at school. For example: Classrooms: Where your students come to learn. You can teach Science, Social Studies, Arts and Crafts, Magic, etc. Put desks, chairs, a teacher's desk, chests with textbooks (written books), and a blackboard if you're in Education Edition). Perhaps the teacher could have a stock of signs
and could use them to 'write' on the board, by putting the signs on it and typing the information. Detention: If students are naughty or break the rules, they go to detention! Detention and typing the information. Detention are naughty or break the rules, they go to detention! Detention are exceedingly naughty, they could get suspended or even
expelled! Cafeteria: After many long school hours, this is where the kids can go to grab some grub. You may have a menu. Maybe the kids need to spend "lunch money" for lunch, food may be free, or the students may bring their own lunches. Make sure no poisonous food gets in. Nurse's office: If your students are injured or ill, send them here! The
nurse may be able to help!. Be sure to utilise potions, milk and food. Halls: Finally, the halls. It may be a simple hallway, or it might be a big, bustling corridor. Don't forget lockers! An example of a locker is iron blocks in the shape of a rectangle with an iron door and chests inside to lighten your load. Science Lab Build a place to test potions and
create new inventions. Don't forget those safety goggles! Sewers Make sewers underground that link all the houses and buildings. You can have the sewers flow into a sewage treatment plant, unless you are building a medieval city, so the filthy water can be cleaned. Use mossy cobblestone or mossy stone bricks as walls and add a water stream. Don't
forget to light it, as otherwise, the sewers will become a dungeon. You could also use the sewers as a secret way of transportation and hide entrances in important buildings. Silo Build a large warehouse-like building and add ladders and chests for you to store the output from factories and it can double as a store of waste to be taken to incinerators or
a contraband destruction facility. Ski Hill Build paths down mountains and hills. Different paths can appear to have different difficulties based off of the hill incline, bumps, and turns. Spruce trees, chairlifts, ramps, cabins, and snowmen would all make great decorations for the trail. Skyscraper Build an incredibly tall building out of gray or brown
blocks and have lots of windows. You can add a piston elevator that allows players to choose which floor to visit. If you are building your city in superflat, you can build extremely tall skyscrapers. Make a floor plan, which include thins such as an observatory
You can add mechanical floors at intervals which includes something like a control room that controls the redstone signal in the building. Slaughterhouse Build a medium-sized building where unwanted animals are lined up to drown or burn (not with lava though) or whatever suits you. Collect their drops and give them to meat and/or wool shops
Note: Do not build this if your city is a Peaceful Place. Space Station You could build a place either on the ground or just under the build limit, or in the End, You could build a fake moon out of end stone and add
slimes as aliens. Make it very futuristic and have lots of redstone. You could build two: one in space and one on the ground. You need to hire astronauts. Build a 'rocket' to explore the universe. Stadium where players can compete in sports such as spleef and paintball. Add lots of seating for people can sit and watch. Surveillance
Room/Security Office Get somebody to explore the whole city with a large map. Then, put the map in an item frame, and you will be able to see where other players are! Tip: Hide this room. An example of a suspension bridge. The same bridge at night. Tattoo Shop A place where you can change your skin. (Note: Only possible in Bedrock edition.) TP
Hub: Use Command Blocks with the /tp [coordinates] command to make a TP Hub for fast travel. A cheap alternative to making a massive minecart railway system. Train Station (Life Size) If you want to build a train station with the trains are big enough so players
can walk around in them but not so big it seems off (train carriages 5-6 blocks wide is probably the best option). For a small station, you can just build platforms alongside the tracks (make sure they're far enough away so the train doesn't appear to scrape it), sheltered benches, a vending machine, a wheelchair ramp, a small single-level parking lot,
and an automatic ticket machine. If you want, the tracks the platforms are next to can be sidings so trains not stopping at the station or New York Grand Central Station). Be sure to add lots of tracks and platforms (maybe with a
large dome covering them all), fast-food restaurants, small stores, escalators, elevators, a ticket counter, bathrooms, a hub outside on the road for buses/trams and taxis, and a large, maybe stacked, parking lot. Tropical Island A perfect vacation spot which only needs a boat dock or bridge to the mainland. Decorations can add to the feeling of
vacationing with tropical trees and beaches filled with tourist items. TV Studio Gives people something to do such as filming soap operas or winning rewards on a game show. Hire directors, producers, actors and actresses, build TV show sets, have ratings etc. This could provide a lot of fun for players on a server. Upgrade Shop A place where people
can upgrade their tools or armor for a price that depends on what level of armor you're upgrading from. W - Z[] A tall wall made of wood and stone Walls should be tall and made out of sturdy materials like stone. Walls should have gates which
can be closed if the city is attacked. For more tips for constructing walls, see Tutorials/Defense#Walls. Water Tower A tall building with a tank filled with drinkable water on the top. As water towers are usually very tall, it may also have an observation deck at the top. Water Treatment Plant Make all of your city's waste and sewers run into it. Zoo Try
to get one of each mob in a chamber or enclosure where players can look at them. You can make mini-biomes resembling a mob's home, perhaps showing off the mob's natural behavior, such as areas for dolphins to jump between bodies of water, prey animals for foxes to pounce on, or flowers for bees to pollinate. Be careful with mobs that might
despawn or escape and harm players. Also, remember that spiders can climb walls and some mobs can teleport. Optionally, you can fine citizens who break rules through money or their belongings. Alternatively, you can use a server ban.
Government Buildings[] Note: Government Buildings are far more useful in Multiplayer, but if you want you can build it in Singleplayer. City/Town Hall Have a huge building for the mayor, the mayor's assistants, and the people in charge of certain things (such as law enforcement, health and welfare, city expansions, etc.) You could even build a huge
political complex around it with a secret service headquarters, embassies for mobs or other cities or servers, and of course, parking for everyone. Embassies Make other people's/mobs' voices/sounds heard! Think that pigs have a bad deal being ridden all over the place? Set up an embassy of pigs with other pig lovers to convince the government to
stop the abuse. You could also create embassies for servers or mods. Parliament If you choose to make your world a democracy, build a Parliament, Congress or National Assembly where player representatives can meet and discuss issues and vote on national issues. Make it unicameral or bicameral. For example, maybe a Chamber of Representatives
that is popularly elected on the server and a Chamber of Elders that is elect their own, as well.) Legislature This is a building that lets different faction leaders and operators discuss and resolve server issues. Have government embassies in
each faction base. This is perfect if you have multiple cities as there can be a capital and every city can express their concerns and request aid. Treasury/National Bank Holds valuable items or currency for the government. This could be similar to Fort Knox. These could also be the warehouses used in the communism system. Palace Here lives the
leader, such as the king or president, or server creation, consider taking inspiration from real-world palaces. Government systems are only possible in multiplayer. If you're in singleplayer, these ideas may be useless. Democracy A style of government systems are only possible in multiplayer. If you're in singleplayer, these ideas may be useless. Democracy A style of government systems are only possible in multiplayer.
or legislative body are held. Judiciary to prevent crimes and griefing. A centralised bank to provide a currency and to monitor smaller banks. Plutocracy Special privileges to the rich while the poor don't get good treatment If someone has low amounts of money, force them into work. Everything is expensive. If a rich player becomes poor, they join the
many other poor in the outskirts of the city where they are then forced into work. In this system a player will have to work very hard to achieve success. Dictatorship/Oligarchy There is one player (the owner for example) or a small group that controls everything, Likely will be harsh and punish critics. Rebellions start frequently in this system.
Socialism All industry is owned collectively; that could mean by the government, or it could mean by the government from the citizens and is spread evenly among the population There are no classes since nobody is anyone's boss in a company. All land
is owned collectively, either by the government or by equal groups of players. Works best in a world rich in resources to facilitate the even spread of commodities to the masses. Leaders in the government or in cooperatives should decide where to build new structures (for example, houses, farms, banks). Leaders can be chosen in any way you want
Winner Takes All Whoever assassinates the king is the case of whoever kills the last king, it's not a case of whoever kills the last king, it's not a case of whoever kills the last king is the strongest. For instance, the person with the most diamond equipment could be considered the strongest, but this can also be extended to control of territory, influence over the population, etc. It could also be
a group of people rather than just one individual. Might cause anarchy and constant fighting. Leads to totally different government and therefore no laws. There will be trying to hire assassins or even kill the king themselves, so be careful if you are the ruler! Total Anarchy There will be no government and therefore no laws. There will
be much crime — griefing, trapping, murder, etc. The city will have no organized roads — people will build wherever they want! Limited Leadership There is one or a small number of leaders such as a mayor, king or emperor or anything else that is similar. Everyone must trade for stuff or get it themselves. Jails are a must-have here because an
admin may not be on if something happens so the police will have to do some work there. Bans only if they do things like griefing, hacking etc. The leadership has only a few higher powers over the town, such as giving a yes/no to house building and punishing crime and has to abide to certain rules. Clan Battle Have groups together under a clan
leader, ideally with clear ways of distinguishing one another. Wage war with the other clans on sight! The clan leader may be dethroned by a strongest. Crime City Strictly enforced rules by police and admins. Anyone caught committing a crime will be sent to one half of the city, while everyone
else lives on the other side of the city. Separated by a wall. Poorer people have to live in the micer part of the city away from the wall. Note: If you felt that you put too much work into your city to have riots, crime, and griefing on one half of it, this style of government is not ideal. Feudalism There
is a single ruler, they rule everything. They would rule over any number of lords that govern smaller sections, and enforce them with
privately funded police forces. Taxes are not necessary as no government exists and any typically public development is undertaken by private corporations based on demand and supply. A corporation might be able to exploit its power to harm competing businesses. . Roman Republic There is a group of players (the senate) that make the decisions
The Senate Chooses two players as their leaders (The Consuls) they only serve their position for a fixed term. If the city is in a crisis The Senate and The Consuls can choose a dictator, he will only serve until the crisis is resolved, he has absolute power. Syndicalism A potentially more workable way of anarchy. No central government, no banks, no
money (players will have to find a way to trade!). The economy is run by a council consisting of players representing every part of the economy (potions, farming, cobblestone, etc.); these council members are democratically chosen and represent their industry's workers, but have no more power than the average member of the community. No one
"owns" any land, not even the council members. Since there is no government, there's no police force to protect private property. There are no laws. However, banning is still an option in case of hacking, etc. If anyone doesn't like the city, they can just leave, since there is no government. Do anything possible to make sure that no one player has more
influence than any other (no social or economic hierarchy), but always have the ban hammer at hand to keep things from getting out of control. Theocracy A form of government in which a god or deity is recognized as the state's supreme civil ruler. Since said god or deity is usually absent from decision making, a self-appointed or elected leader or
leaders of the religion of said god or deity will rule instead through the personal interpretation of the laws commanded by the god in that religion of Apollo, or the religion of Intreksino). Containment Useful if your country is in
anarchy or high unrest. There are several "safe zones" in the city/country. The safe zones are controlled by the police and/or army. If you want, you can quarantine them. This means making it impossible or hard to get in or out. The places which are not safe zones, are anarchy, (civil) war, apocalypse, etc. Those are not controlled by the government
and you can do whatever you want there. Lottocracy No president, no ruler, all decisions are shared to the public, if the decision does not get more than 50% vote, it won't be pass. Stealing, griefing, killing and trolling is strictly
prohibited. If there is any sign of a newform tyranny system, the public will vote to replace the leader. All others feature of this government system is similar to a democracy state. If you can think other systems of government system is similar to a democracy state. If you can think other systems of government system is similar to a democracy state. If you can think other systems of government, feel free to put them here! (Tip: Put the suggestions above this line, not beneath it.) More Ideas[] Here are more ideas for a democracy state.
metropolis that do not fit any of the previously mentioned categories. Building Contest Where the players build structures can be pretty much anything, ranging from houses and flying machines to pixel art. Include various prizes, such as rare blocks, and make sure to have a few judges. (At least two are recommended).
After it's over, winners' entries stay up (and, if you need to build an important building, like city hall or central railway station, you can host a design competition where the winning design gets built or is moved to the right
12×12 garage with a fully openable door with redstone. Or you can do other things like making the price cheaper, if they give the carpenter some items to build with, if not free, if all needed items are given. Deadly Labyrinth Use the general maze building idea but only add lethal traps and dangerous mobs. Add viewing windows and station armed
and armored guards at each exit and window. Only throw criminals and griefers in. Make the walls as strong as possible. Ideas: Add mobs, bounty hunters and guards and turn it into a "game". Relatives of the criminals can send in healing potions and food and other supplies. If (somehow) they survive then either 1. Give them a reprieve OR, 2. Make
them fight in the arena Defense Don't let the monsters take over the city! Make sure you have walls around your metropolis. You can put cacti on top of the wall with ladders to get up to them. Add moats with lava for the death of your enemies. Just be
creative! Delivery Service Deliver things from the distribution center to where they are requests them. If you have a distribution center, then this is a must have. Use pistons to push chests plus some buttons and a player or a road made out of redstone blocks if you are in Bedrock Edition, a player/some players that put
the items from the chest that has the sign that indicates who/where requested them to the place/player that requested them wants them to be where a chest is or near the
entrance/near one of the entrances of the entrances of the house that the player is in. If there is no chest that is under any of these conditions, they build one that meets any of the conditions. Factions Make factions for small groups like warriors, miners, lumberjacks, knights, farmers, et cetera. Field Trip Hold field trips for the kids at school! You can take them to a
museum, or even pay a visit to a nearby village and give them a small lesson on trading. Fire Hydrant In every important building, put a water bucket in an item frame, so that if a fire somehow starts it can be removed simply by a right-click. Foreign trade Make a foreign trade where only the government workers are able to trade out some of the tax
 "money" they receive to purchase items not available in their region. Games Build an area where players can play games. Historical District Make this part of your city more historical such as medieval buildings, Victorian buildings, any old fashioned era you can think of! Make sure there's a good few museums around here. You can even go back to
the time of the Neanderthals! Holidays Have special days to celebrate. They can be real or fictional, just have fun! Law enforcement Add a set law enforcement such as regular police, the FBI or the CIA, for example. Make the tasks as in real life. Regular police patrol streets and do normal desk work, the FBI do even more desk work and some light
crime investigation, and the CIA does most of the crime investigation. Mob of Honor Why not have a mob that your city honors? Choose any animal or monster to pay tribute to. You can hold festivals, build statues and memorials, or you can even make the citizens in your city that kind of mob! National Park Close off an area of your metropolis and
leave it how it is, with various biomes, mobs and structures. Make a "Leave No Trace" rule here so that players are not allowed to alter the area, so if they do not follow it, they will be punished. While constructing your national park, make cabins for guests to stay in, with a few bedrooms, a bathroom, a living room, a kitchen, a balcony, etc., and use
gravel roads to connect them. If there is a stronghold located within your national park, you can dig down until you get to the stronghold and then add ladders or stairs so people can get there. It is also advised to activate the End Portal. National parks can also be made in The Nether or The End Nether Access Build a nether portal and let people get
to the Nether. Even better, if it spawns you right next to a nether fortress, then you can make a tour and block off dead ends. Or just make a nether-style building around the portal so people can easily see where it is. Cannot be made in The End or Nether cities, consider "Overworld Access" there. Olympic Games Build
massive stadium with different racing and hurdles event where contestants can compete against each other in various sports such as archery or minigames. Parkour Area Test vour parkour skills out! Place hard-to-jump to blocks, and place them in random areas. Also, make more challenges, like nausea for the whole course. Pest Patrol Whe
annoying mobs invade, call the pest patrol! Remember to include tamed wolves, tamed ocelots, iron and snow golems. Don't forget weapons and armor! Have a chest for them to put mob drops in. Pet Show For all pets. Have events like cats scaring creepers into a pit, and dogs killing as many mobs as they can. Warning: The animals might die, so be
careful! Make sure to heal them between rounds. Playground Square off an area and build a jungle-gym for the little ones! This creation can include slides, hadders, bridges, huts, and other things like that. Be creative! Also, make sure you build a jungle-gym for the protocols! Invite your citizens to the protocol and talk
about government changes, e.g., higher taxes. Public Park Set aside a large grassy area with lots of trees. A lake or a river would look nice, so try to build it near one of these. If players are caught dropping unwanted items on the ground, charge a fee for littering. Fountains, statues and other decorative things can be used to make it more attractive.
Races This would be an arena that is long and has seating on the sides (they could be going up like a slope) dig a 1+ block deep canal in the middle and have it at least 5 to 6 blocks wide. Fill it with water source blocks. Put some turns and obstacles in it and you can have boat races! Or, instead of using water, keep it dry and race on pigs or on foot,
with speed potions in the latter case. Redstone Build weird mechanisms with redstone in your buildings or make a clock tower, or track your resident's movements, or have streetlamps that turn on at
night. Religion You can make up your own religion that you want your citizens to follow. This religion can include myths and legends about things, such as the ender dragon! Rubbish Bins In the streets of your city, you could have chests simulating rubbish bins. You could add hoppers beneath and add a water flow or minecart, so it goes to a disposal
center or lava. Save the Mobs When passive mobs invade the streets, call a group to keep mobs from making traffic jams and put those mobs in a farm where they belong. Better established if a group would previously dispose of other mobs killing the passive mobs. Spawn Base Build a big building as a spawn building for people to spawn in. Put a
gate, command give items, and city law and rules to show to newer players to the city. Story Make your city have a secret backstory, some hidden evil lurking in the darkness, and maybe even recruit some players on a server to role-play for the citizens of the city. At some point, the citizens may have to go into a battle against the Dark Lord or some
other monster army. Make sure to add lots of detail and make it exactly as you imagine it to be! Training Make a massive training with the bow and arrow. If you think that the player is experienced (both in terms of skill and actual XP
points) enough, then it is possible you can recruit them for a quard. War Build forts, bunkers and wage war against castles full of traps, monsters (creepers are not recommended), other players and challenges. Build TNT cannons and build an army. Award loyal soldiers with positions like general or lieutenant. Weapons License In a peaceful city,
players shouldn't be running around murdering people! You can set up a system where anybody holding a weapon without a license is thrown in jail. Set a price and expiration date and only let trusted citizens own them. WMD Lab You can use this as an animal breeding ground or assembly base. Make a big, multi-level building, add iron doors and
branch off into smaller labs. Add crazy experiments and (if legal) you can use POW's (prisoners of war) as test subjects. Make sure there are no windows. Security is likely to be tight. Currency[] Note: The use of currency is mainly for multiplayer - to trade currency is mainly for multiplayer.
currency. Try having a currency so people can buy and sell things in your city. Good currency is usually something with practical value that follows a non-finite standard to prevent inflation. Therefore, great currencies to use are emeralds and emerald blocks (which are worth 9 emeralds each). This has the added benefit of allowing you to make
villager shops with no difficulty. Another good currency would be Brick = $1, Iron = $10, Gold = $25, Copper = $40, Diamond = $50, Netherite = $75, and Emerald = $100. Here's a list of common currencies with notes about their usage: Cobblestone: As one of the most common items, this is a good material for small transactions such as building
supplies (ex. 5 Cobblestone = 1 Glass Block) and farm materials Wood Planks/Logs: This is a good all-around easy to use currency, and it has a definite and well-defined value in crafting and building. It is hard to make automatic Wood farms, so "money farming" is more difficult Wheat/Bread: Wheat and Bread (also Carrots, Potatoes, and Beetroot)
serve as an excellent currency. Though they can be farmed, a slight issue, these are very useful and villager-trading accepted items great for small currency. The farming aspect of these items is not enough of an issue that they look like Iron and
Gold Ingots, making them recognizable as currency immediately. They are not able to be farmed, a good thing for a currency, but are nearly useless except to builders of brick buildings. The same also goes for Nether Bricks Literature: Paper, Books, and Bookshelves, though farmable and mostly useless, could serve as a currency. Remember that you
can also write in books, that can be extremely useful. Knowledge is power, right? Also, if you use a books signed by you as a currency, your citizens could never farm or obtain illegally the currency, and it would be very useful. Coal: This is a very helpful and obtainable resource, making it a perfect currency, and it would be very useful. Coal: This is a very helpful and obtainable resource, making it a perfect currency, and it would be very useful.
First, beware of using redstone as currency, as it tends to be very easy to find. It is very cheap, so it could be used a small currency (Like a half-dollar) Nether Quartz: Though occasionally useful in building or redstone, nether quartz is not as great of a currency as Diamond or Wood. However, being non-farmable and mildly useful, it is an adequate
currency Iron: This is a handy material for currency since it has 3 "levels", those being Nugget, Ingot, and Block. For example, 1 Iron Nugget may be worth a Diamond. Be careful though, since iron is easily farmed. However, the effort an Iron Farm takes may make it worthwhile as a currency Gold:
Similar to Iron, but rarer. Since Gold farms are harder to make, Gold is harder to abuse as a currency, as they are rare, their value is well-defined, and they are not farmable Emerald: An all-around helpful currency as Emerald is compatible with villagers, but beware of making
Emeralds worth too much as they can be bought guite cheaply by anyone with a Paper or Wheat farm Nether Stars/Beacons: A very hard to collect item, the nether star would make an excellent currency. It could be worth, say, 20 Diamonds. It is not farmable and very useful, making it as perfect of a currency as Diamond or Wood, Leaves: As leaves
are uncraftable and have 8 different types, leaves may be a good currency for your city. And because of that, you could make a system with different types of leaves = 1 Savanna Leaf, 2 Savanna Leaves = 1 Jungle Leaf, 5 Jungle Leaves = 1 Birch Leaves = 1 Foruce Leaf, 5 Spruce Leaf, 5 Spruce Leaves = 1 Savanna Leaves = 1 Jungle Leaf, 5 Jungle Leaves = 1 Savanna Leaves = 1 Savanna Leaves = 1 Savanna Leaves = 1 Jungle Leaf, 5 Jungle Leaves = 1 Jungle Leaves = 1 Savanna Leaves = 1 Savanna Leaves = 1 Savanna Leaves = 1 Jungle Leaf, 5 Jungle Leaves = 1 Savanna Leaves = 1 Savanna Leaves = 1 Jungle Leaf, 5 Jungle Leaves = 1 Savanna Leaves = 1 Savanna Leaves = 1 Savanna Leaves = 1 Savanna Leaves = 1 Jungle Leaf, 5 Jungle Leaves = 1 Jungle Leaves = 1 Savanna Leaves = 1 Savanna Leaves = 1 Jungle Leaf, 5 Jungle Leaves = 1 Jungle Leaves = 1 Savanna Leaves = 1 Savanna Leaves = 1 Jungle Leaf, 5 Jungle Leaves = 1 Savanna Leaves = 1 Jungle Leaf, 5 Jungle Leaves = 1 Savanna Leaves = 1 Savanna Leaves = 1 Jungle Leaf, 5 Jungle Leaves = 1 Jungle Leaves = 1 Savanna Leaves = 1 Savanna Leaves = 1 Jungle Leaf, 5 Jungle Leaves = 1 Savanna Leaves = 1 Jungle Leaves = 1 Savanna Leaves = 1 Jungle Leaf, 5 Jungle Leaves = 1 Jungle 
Dark Oak Leaf, 2 Dark Oak Leaves = 1 Crimson Leaf, 5 Crimson Leaf, 5 Crimson Leaves = 1 Warped Leaf. As you may see, we have made a system for your currency. Also, here Oak and Birch leaves value less because they are more common, and Nether they are more common, 
currency, it does not burn in lava, their value is well defined, they are very rare, and they are not farmable. Copper: Copper is easy to use as a currency, it is easily recognized as a currency, but it is farmable, however, but this is not a reason to not use it. Money Plugins: You could find a plugin that is for money, use that for currency. It could involve
transactions, etc. Money Commands: If you are good with redstone, you could set up a system with command blocks that tracks a player's "money", without it being easily hackable with creative mode server builders. Note that you do not necessarily need a currency as you can do trades and such, but it is a more fun alternative. General Tips[] Roads[]
Roads are present in virtually every city, but making them look nice is actually more complicated than one might expect. To start, roads tend to be direct, fast, smoothly curved routes. Certainly, any road that isn't at least about 7 meters wide shouldn't have 90-degree bends that are intended to run without stopping. Roads also tend not to be steep, in
real life, anything over 1/2 block up or down for every 6 blocks horizontally would be considered moderately steep. Anything more than about 1/2 block up for every 3 blocks horizontally for long sections would be considered very steep, and other than in mountainous terrain, be limited to residential streets. In Minecraft, terrain tends to vary on a
smaller scale than in real life, and be much steeper as well. Usually, long, wide "highway" type roads are as straight as possible, and require the least amount of terraforming possible, and require the least amount of terraforming possible, as cheap as possible, and require the least amount of terraforming possible, as cheap as possible, as cheap as possible, and require the least amount of terraforming possible, as cheap as possible, as cheap as possible, as cheap as possible as cheap as possible, as cheap as possible as cheap as possible.
going straight up it is not likely to be cheap to make or easy to travel. Go slightly up and around, if there needs to be a route to the main road and spiral up the mountain. There are also multiple scales and types of roads with different qualities. City Street: A city street intersection, complete with traffic lights Recommended
material, gray/black concrete and yellow terracotta. Should have a lot of intersections and traffic lights. Should be 3-9 blocks wide. Should have many branch-offs. Should have many branch any obstacle that can be removed in less than a minute. Should have many branch offs. Should have a lot of intersections and traffic lights. Should be 3-9 blocks wide. Should have many branch-offs.
remove. Dirt/sand/gravel path: Recommended material: Dirt, sand, dirt path or podzol. Should be 1 to 3 blocks wide. Can be any reasonably walk-able steepness (up to 1/2 slope,) Small rural gravel or partial-stone road road: Recommended
material: Stone, cobblestone, stone bricks Should wind around any natural structure or well-established construction. Feel free to gouge out rock-formations, place support-beams, etc as needed for road to be placed on. These generally should not be connected to any large long bridges, only small stone or wood ones with no extra support needed.
Should be 2 to 3 blocks wide. Should be 3 to 7 blocks wide. Should generally be under 1/3 slope. But avoid sloping in general as long as it doesn't mean tunneling through mountain-ranges or bridging valleys. Downtown street: Recommended material: Stone, obsidian, or any other road-like material. Keep it as straight as possible, even if terraforming
is needed. Keep it as flat as possible, even if terraforming is needed, it may be small, but remember, thousands of people, rickshaws, pigs, horses, cars, chariots, carriages, magic carpets, elephants or pod racers use it daily. Should generally be the equivalent of 1-2 lanes with 2 sidewalks, this could be anywhere from 5-17 blocks wide if sidewalks are
included. Commuter street: Recommended material: Stone, obsidian, or other road-like materials. Should be direct, efficient, but cost-effective as well, tunnels and bridges are fine, but only if they are needed. Preferably at most 1/4th slope. stores might be nearby. Suburban street: Recommended material: Stone, cobblestone, or stone bricks. 1-2 lanes
equivalent, a small sidewalk or possibly not, purely houses nearby. Can be up to 1/3, or possibly even 1/2 slope. Should do as little earth-moving as possible and doesn't need to be very efficient as a through street. Typically 3 to 11 blocks wide. Intercity Highway: Recommended material: Stone, obsidian, or other road-like materials. Curves around
things, but avoids sharp curves at all costs. Generally stays flat and direct with no stopping areas. Only becomes steep to go through it. Bridges anything but moderate-sized oceans. Typically 15 to 23 blocks wide, but may be smaller in pre-industrial societies.
Freeway: NLEX toll gate in Minecraft Recommended material: Pretty much anything road-like you can get your hands on. A freeway is a road designed for high-speed vehicular traffic. No walking or parking is allowed in freeway, so allow only people riding mounts to use it. Entrances and exits should be provided only at intersections that connect to
other roads. Opposing directions of travel should be separated by median strips or barriers. Goes nearly straight, never exceeds about 1/8th slope, obliterates or bores through anything necessary excluding centers of cities or enemy territory (then wars are fought over its construction). The road should be about thirty blocks wide and as flat as
possible. Bridges and tunnels can be built whenever needed, and no bridge type or tunnel is too expensive or extravagant for something like this. You can also include road tolls the players have to pay in order to use the road. Specialty Roads[] Clay Road: Recommended material: Clay or terracotta. Make a road that is 3-7 blocks wide, keeping turns
and slopes at a minimum. If you must go over a hill, gently slope the road with stone slabs. If the incline you encounter is more than 1 block up for every 5 to 7 blocks horizontally, use stone brick stairs or change to a similar type of road. The middle block use redstone. For an automatic lighting system connect a daylight sensor to a NOT gate, and
then a redstone lamp. This road type can bridge moderate gullies, ponds, valleys, and small pits are good for rural areas and work well in flat areas. Decorative stone brick guardrails are acceptable. Musical Road: Recommended material: Note block, wooden pressure plate. This road type is actually a feature that can be applied to just about any
moderately sized road. Dig out a 1 block wide trench along the middle or side of your road, and place note blocks (with the desired material underneath, see Note Block) in this trench. Adjust the pitches as necessary, and fill in the spaces between note blocks in more complicated melodies. Lastly, place wooden pressure plates on top of the note
blocks, and now it is possible to ride along the road and listen to music at the same time. Unusual material: Build your road out of an unusual block, such as ores or wood. General Block Palette of block-types, to make your city more organized. Example block
palettes include: Medieval: Don't use materials which couldn't be easily obtained in a medieval world. For example, don't use concrete or redstone mechanisms, and use glass very sparingly. Different variants of stone and wood are the best materials to use in construction. Rustic/Farm: Use almost all planks and logs, with small holes in the walls made
with stairs, make rooms irregularly shaped with 1x1 windows (holes in the wall). Skyscraper: Made with concrete, quartz, or iron blocks with massive cyan or light blue glass blocks (basically anything white). Aquatic: Use prismarine, with glass block windows and sponges as
decorations Nether: Use nether bricks detailing like window boxing, and use lava and magma blocks for lighting. Build walls with quartz, red nether bricks and purpur, with end rods for lighting and shulker boxes for storage. This helps other builders, and
yourself, to make creations that "fit" together, instead of a random mix. It also helps the build stay consistent. However, following the palette isn't always necessary, as different-looking buildings can make your city look more varied and interesting. Jobs[] Note: Most jobs can only be done in multiplayer because mobs do not have the required AI. So if
you are in singleplayer, these ideas probably won't be very useful, except for those that can be done (to a limited extent) by villagers. Job Search Center: A place that helps those new to the server to find work. After you have built your city, you may want citizens to work. Here are some examples of jobs the citizens of your city can work. A - D[]
Actor/Actress: Works in plays. Animal Handler: Works with tameable animals. Also works at the pet store and dog pound. Apothecary: Makes positive (sometimes negative) potions and sells to players. Army: Uses weapons for hunting rogue players, mob armies or even enemy armies! Should have stone to netherite ranged items. Salary: Varies by
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ranking. Example ranks: Private The lowest rank in the army, Specialist A private with more experience and technical knowledge. Special forces member An elite warrior trained to conduct special operations like hostage rescue or intelligence operations. to the leader of the nation. Assassin: Kills off political or highly placed people for cash. Can be sent from enemy forts or cities attempting to shift the balance of power. beware as they could double-cross you. Attorney: Also called a lawyer, this person can do one of two things: defend or prosecute an individual. The system works like this: a judge, two attorney teams (prosecution or defense), usually a jury and of course, the accused criminal in question, go to a courtroom. The attorneys aim to prove that the client did or not engage in unlawful activities respectively. Then, the judge makes a ruling on the matter, and that team gets their wish, either for the criminal to be convicted, or freed of all charges. In this system, the salary goes to the team who wins. Author: Writes books and trades them to players at a bar. Bodyguard: Hire people to be your bodyguards. Make sure you can trust them. Broker: Sells used goods for fair prices, and accepts anything worth putting a price tag on. Builder: Someone who builds buildings and structures. Butcher: A person who sells meat and kills animals. Butcher villagers can sell meat, though they cannot kill animals. Cashier: The cashier of a store. Cleaner: Cleaner: Cleaner upon the company to the com areas, might do things as removing unused minecarts or shovelling snow. Cook: Prepares and provides food. Certain villagers (butchers, farmers and fishermen) can buy raw ingredients and sell prepared foods. Council Member: Part of a group that rules the city or advises the leader. Delivery Person: Delivery Pers the place/player which requested them. You do not need them if you are in Bedrock Edition and have roads made out of redstone. To get them for the distribution center to the place/player that requested them. You do not need them if you are in Bedrock Edition and have roads made out of redstone. To get them for the distribution center to the place/player that requested them. definitely a job for people who like to destroy things! Be careful when using TNT for this job, and only let people in the hospital. E - H[] Executioner: Someone who executes condemned players and mobs in private or public. Might try and hide identity to avoid avenuing relatives of the executed victims. Factory Worker: Someone who works in a factory (above). Farmer villagers can harvest and plant crops, though they can't take care of animals. Gladiator: Battles mobs or other players in the arena. Grinder operators: If you've built a mob or iron golem farm then these people can (if not automatic) collect the drops and put them on a transport minecart train. They could also ensure the safety of spawners. Make sure they're trusted or the drops may end up on the black market or get sold to another city to help their arms production. Grocery Owner/Worker: Works at the Grocery Store. Head of Public Power: A person who manages a public authority. This is a very important job. I - M[] Job Center Employee: Report offers available jobs, scheduling interviews, job offers and more to the list, etc. Knight: An elite warrior who follows the code of chivalry. Judge: Sorts out lawsuits and picks the punishment for criminals. Landlord: A person who owns a building, and receives the rent. They would have someone make the building and they would have someone make the building and they would have someone make the building and they would have someone make the building. Enchants items and makes potions. Merchant: Buys things from the people that make them or creates their own goods either way they sell them to the public. N - R[] Nurse: Helps doctors and tends to patients when no doctors are open. Pilot: Sits in the front seat in an aircraft. Also tells passengers the remaining wait time and talks to the airport lander for accuracy, etc. Police Officer: People who fight crime and stop griefing, could be assisted by tamed mobs such as wolves. Pig Salesman: Sells pigs and carrots on a stick for all your transportation needs. Saddles included, of course. Leader: Normally the ruler of the city. Doesn't necessarily have to be an administrator, and can even be the person who runs the server. Makes major decisions for the city. Could be elected, hereditary, religious, military or appointed by a group of individuals. Real Estate Agent: Buys and sells houses. Redstone Technician: Someone who builds many mechanisms with redstone. Repairer: Someone who is paid to smelt materials. Spy/Private Investigator: Uses potions of Invisibility to spy and looks through the chat, to find out about a player for another player Supplier: Produces, harvests or finds materials needed by customers. Teacher: Someone who teaches students in schools about mining/crafting/brewing/building etc. Terraformer: A person who clears large areas and makes it flat for buildings, clears the water, makes or removes caves and decorates areas or removes tall grass. Thief: Not very legal. Steals stuff and might sell their mechandise. V - Z[] Undertaker: If a citizen dies then these people take the equipment they drop and send it to be stored, destroyed or returned to the owner or their heir. Wholesale Dealer: Buys items and sells them to stores by the chest. Houses are possibly some of the most important buildings in a city. They house most of its population and are usually used for social gatherings as well. In war-zones, houses may act as or be mixed with defensive fortifications as well. Houses are rarely just dwellings with a bed, chest, furnace, table and door. They have multiple rooms, possibly multiple stories, and are often designed to accommodate between two and five times the number of people who are intended to live there for short periods (For example, as long as they brought their own beds/sleeping bags, there are enough chairs at the tables, etc., to support them). If you plan on including villagers in your city, you'll also need at least some houses that are suitable for them. House types[] See also: Tutorials/Shelters Note: Buildings you can build are not limited to the ones in the list below, and designing your own buildings instead of using the ones in the list can make your city look more original. Home-Shop: A shop on the other floors above inhabits the owner. These are usually in a brownstone-like design, which the store on the bottom, and 1 or 2 floors on top of three shop. Homeless Shelter: A place in which many people take refuge, in which people who are unable to afford or construct their own home. This building is the ideal start to your life on the server. Hotel: A building with rooms players can rent for the night to stay in. A shack Shack or hut: a small structure meant to accommodate the most basic needs. Village huts and swamp huts both fit in this category. Lots of land nearby, but rarely does the resident officially "own" it. They're typically made from wood and are usually single-story structures that aren't very large. Bungalow: A one-floor house, but very broad and square, consists of very few rooms such as a bathroom, bedrooms, a hall, A basement, a dining room and kitchen. It has a roof terrace on the roof. Pied-a-terre: A small living unit, such as apartment or condominium, used as a temporary second residence by its owner. Pied-a-terres are usually found in large cities, some distance away from the owner's primary residence. Pied-a-terres are usually found in large cities, some distance away from the owner's primary residence. Pied-a-terres are usually found in large cities, some distance away from the owner's primary residence. Pied-a-terres are usually found in large cities, some distance away from the owner's primary residence. Pied-a-terres are usually found in large cities, some distance away from the owner's primary residence. apartments might be owned by their occupants, or the occupants might have to pay rent. Penthouse apartment: Singular nice apartment on the top floor of a high-rise building. Easily over 200 square meter exterior with at least 1 bedroom per couple/individual and many additional rooms of all sorts. Anyone who lives here is likely the equivalent of at least a millionaire. Farm house: A small to medium house intended for to house a farmer and their family, probably 1 to 2 stories, plus a basement, and a room with about 5 or 6 pens, for animal keeping. Rural house: Often big, but rarely have much structure above the second story. Typically has one or two stories, with a fairly large (up to 20 x 15) exterior, as well as various features such as bedrooms, a kitchen, a dining room, bathrooms, etc. Can have yards or farms surrounding the house, usually very big. Holiday Home: Build a comfy house away from your regular home as a getaway from your regular home. This type of construction is best built when you have completed the majority of the more advanced necessities of Minecraft. Spend your vacation in your library writing the memoirs of your adventures. Modular house out of approximately 5x5 block cubical "modules" connected to each other. Each module can be either a single room or a hallway connecting the modules. You can even have multiple floors in a modular house, but having only a single floor is the most common. Skyscraper and residential spaces, and residential spaces, and residential spaces, and residential spaces. Due to their tallness, it might be a good idea to build an elevator inside the skyscraper to make the higher floors easier to access. Modern home: Modern home: Modern homes are mainly found in the richer parts of cities, make them out of lighter materials, and dashes of color if necessary, materials like terracotta, bricks and concrete are ideal. and be sure to add mini floors! (Mini floors are stories of a modern home that are up near the ceiling and have glass panes for fences.) Add smaller rooms off of the bigger ones. Duplex: A two-story house, where both stories are separate apartments. Suggested size is around 14x14, with a kitchen, a living room, some bedrooms (at least moderate-sized, usually gets a little bit of all mid-quality materials. Rarely very unique and often very squashed outside, but comfortable interior with at least 2 bedrooms. Should generally have 2 or more stories, being usually up to 15x15 in size, and having a small yard. These should also have at least two bathrooms. Town-house: Usually 3 stories of roughly equal size with essentially no yard. Rarely over 8x10 wide, and placed in rows within 5 feet of each other. Like the suburban house, but more like 120-240 square meters area. Tent: Very small, Usually made of wool. Contains basic furniture such as a bed, crafting tables, a furnace, and tools. Mansion: Any house which is unique and singular within a large area, much larger than necessary to support the people inside, extremely nice, has more area than any conventional home, and has more than 1000 square meters. Typically used by either very important or very rich people. Other type of houses that don't fit in these categories: There are many, in fact, countless types that don't fit very well into any category mentioned above. Examples include: towers, tree-houses, mass-living areas, sleep-tubes, house-boats, converted asteroids, cave-homes, gas station-homes, motor-homes, motor-ho even some more unusual builds. Last Note[] Whatever you decide, this is your city. These are just suggestions on this page or you can ignore everything and build the best city Minecraft has ever seen! It's your call, so get building! After Building a Metropolis[] After you've spent a long time building a city, you may think that is the biggest thing you can do in the Minecraft world, but this is not true. Minecraft world, or complete all the advancements. Cities, Structures, and More[] If you have completed all the advancements, defeated all the boss mobs multiple times, have gathered several stacks of diamonds, and have made a city, consider modernizing your world. Here are some suggestions: Make roads and railways to every part of your world that you ever go to. Make multiple cities, with roads connecting them. Build yourself a giant mansion. Build every type of farm, and make as many as possible automatic. Build a giant bridge across a whole ocean. Minecraft is a versatile world and you will never run out of the ideas of things to build, fight, and find. What you do in it is all up to you. Good City Mods to Use[] If you are using Forge 1.12.2, you will have access to literal thousands of mods. Other versions also support mods, but must use Forge or Fabric. Cities can look even better with mods, such as realistic signs, new products, new blocks, and even pilotable vehicles. See also[]

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