Minecraft city hall ideas

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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, players may find building a metropolis of their own to be an outstanding 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 natural 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 theme, suggestions are given later. For some players, building 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's 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. The theme may work best in specific biome and the terrain generations, and as such, 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 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 that any and other players can begin building the structures. Note that your first buildings will most likely end up near the center of the metropolis. Before 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 vary 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. 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. You can have different topics, like residential districts, work districts, industrial districts, etc. You can also classify them by classes: poorer districts, and richer districts. Make your district borders messy and odd-shaped. This makes the barrier between one district and another less notable and the 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 finding/preparing an area. If the player plans on building that belong to other districts (like schools in a residential area), with things like parks, markets, etc. or simply with other things that look nice or that you want to put there. Then add other more important buildings scattered across the city plan, like big commercial centers, airports, municipalities, stadiums, or anything 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 add your own touches to the city, changing things you don't like or adding things you like more. To start your plan, 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 easier, try to visualize the city plan in your head, and try 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 feel to the builds as 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 with ice roads, minecart rails, or piston bolts. Some 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 production plants away from where residents live. If the farms 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 Greece, 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 as the residences can be good since they "pillage" other treasures and loot. Any other 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 appearance of a build), the player could force themselves to only use specific blocks or to not use blocks that usually 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 used. Another variant is to only use blocks available in a certain version, for example only building with 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 snow and wool as transparent blocks such as glass. By utilizing dripping water or particle effects, weather 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 orbs of certain colors to contribute to the theme. You can also make a bunch of cities of different colors, or make parts of the city of some color and other 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 often tiled or thatched, and buildings 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. Disorder: If the player makes certain areas 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 theming. 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 gang headquarters. If you have limited time or resources, you can skip the underground part and just make your city a colossal skyscraper. Regardless of how you do it, this project will be very time-consuming in Survival mode, and even in Creative mode will take quite a while. Electric City: Use nothing but redstone! Build out of 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 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, like a village, stronghold or woodland mansion, and expand it into a city. Sometimes, the generated structure 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 angels and maybe build the city in the sky. You also might make a Nether city with a few adjustments to make it 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. Bonus if it retracts back into 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 make a grimy, dirty, polluted feeling around the city as a whole. Large logistics networks could be set up, like minecart trains carrying ore from mines to the smelters, 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 normal 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 vibes of beaches and beautiful scenery, try building palm trees and make numerous tourist hotels. Maze: Make your city a maze! Build it so 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 underground can even add a third dimension to the maze. Militaristic: Make a huge 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 mob city could be in a different biome than the player is currently in, like nether, the end, etc. Modern: Just build your city like a city you would see in real life today. Make skyscrapers, train stations, apartments, office buildings, cars, and more! Movie Town: 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. Mythical Location: The player could recreate some location from mythology, based on a movie series, a fairy tale, or a video game. The city may need to be set in a specific biome 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 all in a different world or dimension. As such, the city should have elements depending on the special risks of that 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 fits together can 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 the whole population peace 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 utilize 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. Space: Consider building your city high in the sky and permanently setting the time to night to create a space-like atmosphere or alternatively surround your city with dark blocks. You could also build the [End] due to the dark void and starry skyscape, But the Endermen that spawn there will 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 spaceships which might take flight into the final frontier. An example of a 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 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. 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 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 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 the whole population very small mobs such as cave spiders, 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 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 with logs, bark, stripped logs and stripped bark blocks with buildings and pathways hanging from the 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. Trap City: Fill your city with traps. You can even 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. Spawn broken vehicles and fallen trees, add vines or mossy versions of stone to the

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. General The highest ranking officer of the army, who leads all the other troops and answers only 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 librarian villagers or sells them to players. Banker: Works with player's money in vaults. Make sure they are trusted or you could lose a lot of money! Bar Tender: Serves drinks 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: Cleans up 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: Deliverers things from the Distribution Center to 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, they use the roads, elytras, horses, pigs, and in the Nether striders. Demolitionist: Someone who destroys unwanted buildings. This is definitely a job for people who like to destroy things! Be careful when using TNT for this job, and only let people you trust to use it. DJ: Someone who works at a disco and is in charge of the music. Doctor: Looks after injured or ill 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 avenging relatives of the executed victims. Factory Worker: Someone who works in a factory (above). Farmer: Raises crops and farm animals, and sells to villagers or store owners. 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 add 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 take care of any issues. Miner: Mines Ores and stones. Magician: 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 repairs weapons and tools. S - U[] Spiritual Leader: Runs religious institutions and leads prayer. Scientist: Makes potions, tests things, etc. Smelter: 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 stack or by the chest. Houses[] 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 owned by wealthy persons. Apartment Building: A tall building containing multiple apartments, almost always located in a city. Shorter than a skyscraper but usually taller than a normal house. The apartments might be owned by their occupants, or the occupants might have to pay rent. Penthouse apartment: Singular or nearly 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 primary residence. Use this 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: Build your 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: A tall building with more than 40 floors. A skyscraper may host offices, retail 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 houses are mainly found in the richer parts of cities, make them out of lighter materials, and add 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 one or two per floor), and a balcony. They can be made with things like bricks, wood, etc. Suburban house: 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, continuous mazes of rooms of all types, bridge-homes, general store-homes, gas station-homes, motor-homes, space-module houses, worker barracks, wall-houses, hive-apartments, bunker-houses, manor houses and even some more unusual builds. Last Note[] Whatever you decide, this is your city. These are just suggestions. Be creative and do whatever you want with it. You can use all the 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 has an infinite number of possibilities that you can do, that never run out. First of all, you can defeat all of the boss mobs in the 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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