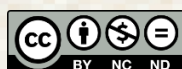


# SUNNY GOO BLOOM

A Minecraft adventure map

Made by  
**Ercerus**



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## Why write this small book?

I have always really been into game design. Creating something well-crafted is just something I enjoy doing. Then, some years ago, I got to play the 2017 video game “The Legend of Zelda: Breath of the Wild” for Nintendo Switch. It was and still is one of the best games I have ever played. And after some time, I discovered that there is a book about the game made by its developers called “Creating a champion”. This book has 433 pages full of background information about the game and lots of early concepts, which never made it into the game. I remember fondly how much I enjoyed reading through this book and with “Making of – Sunny Goo Bloom” I want to give other people, who share my love for game design and/or behind the scenes material, the ability to get some enjoyment out of reading through this (really small) book.

## Inspiration

### **Super Mario Sunshine**

The main inspiration for this map was the Nintendo-made 2002 video game “Super Mario Sunshine”. One day, I just wanted to figure out if I could recreate the goop-cleaning mechanic from this game in Minecraft. I was! And that is how the map came to be :D



**Figure 1:** The main inspiration for this map, “Super Mario Sunshine”.

### Marsupilami Hoobadventure

Just like Super Mario Sunshine, I also wanted to add some unique inhabitants like the Piantas to the island. The 2021 video game “Marsupilami Hoobadventure” for PC was the main inspiration for the look of these inhabitants of Isle Granchio, the Pumalu. In this game, the main character also looks like an ocelot on two feet with a long wiggling tail. I liked the idea a lot and so, modeled the Pumalu after the character.

Also, “Marsupilami Hoobadventure” is a relatively unknown game which I would totally classify as a hidden gem. You can find it on Steam and I encourage you to check it out, it’s really good, especially if you like the games from the “Donkey Kong Country” series, which was also an inspiration for this map.

### Donkey Kong Country: Tropical Freeze


The two faucet trees, which can be found in the fruit gardens on the north-western side of the island, are directly inspired by similar trees in the 2018 video game “Donkey Kong Country: Tropical Freeze” for the Nintendo Switch. There, in world 1 level 1-3, hollow trees with water flowing inside of them are a part of the background, as shown in Figure 2. I always really liked this and so I added a full version of these plants to Isle Granchio.



**Figure 2:** The inspiration for the faucet trees, as can be seen in Donkey Kong Country: Tropical Freeze


### Super Mario Odyssey

In the 2017 video game “Super Mario Odyssey”, there are two different versions of a feature called “Hint Arts”. On the one hand, some of these can be found in item frames all over the game and they depict a cryptic image, which hints at a location in the game. The other variant



of this can not be found within the game itself, only online, but they still lead to actual locations in the game, which also respond to the player once they discover them.


I added a similar feature to this adventure map. If you [take a look at my Twitter account](#), you will find some posts from May 2024 (when the map released), which will show you cryptic images, which will in turn lead to a location on Isle Granchio. Have fun finding all of them and testing your knowledge of the island in the progress :D Just stand still at the location for a few seconds and the map will let you know that you found the location.



## Expanding the Map


### Add-On Support

The map supports the integration of Add-Ons into it. I have made two small examples Add-Ons together with the maps release. The first one adds a new spawner cluster on a palm-like plant in the northern ocean. The second one adds a flying airship with a small water park resort on board above the eastern ocean. They are intended as a guide for other people (like you) on how to add custom content to the map, without having to reupload and retest the entire map. You can find the Add-Ons on the maps download page on my [Planet Minecraft](#) site. Just drag&drop it into the datapacks folder of the world file. That's it! Reload the world with `/reload` if the world was running while you did this. If you did it correctly, a message in chat will tell you, that the Add-On has been installed.



### Editor Mode

All players, who have completed the map to 100 %, will receive to special books as a reward. One of which is the "Level Editor". This book allows the player to build something on their own and expand the map. Take a look at Figure 3 to see, what kind of structures can be build with editor mode. Now, this can break the map, which is why it is only made available after the map has been beaten. If you still want to mess around with it, before having finished the map, just run the following command and you will get the book:



`/function ercerus:editor/get_book`

If you use this command, your high score times for the races will no longer be valid, as this allows for the modification of the world.



Figure 3: An example of what can be build in editor mode.

## Scrapped content

### Quests from people on the island

I thought about adding a quest system towards the end of developing the map. Certain tourists and inhabitants would have talked to the player when close and asked them for certain things. Here is a list of things they might have asked for:

- Bring them some food, which can be found in restaurants, camping site or simply be stolen from some tourists.
- Clean something up with the water guns, like goop-covered inhabitants, tourists, trees and walkways.
- Take pictures of the native fauna like pigs, ocelots and mooblooms, some form tourists and Pumalu, as well as of some small-scale structures like rabbit holes.
- Find some item like old pirate gold coins (mentioned in the news), lost camping gear or pearls from underwater clams.
- Extinguish a hand full of burning fires all over the island with the water guns. In the final map, the only things to be extinguished are the campfires, which can sometimes be found on beaches.

This would have tied in with another mechanic, which would be the ability to talk to all people on the island, as one can do in Super Mario Sunshine. This would have worked with a custom

item the player would have used, when near other people, whereas in the final map, people talk automatically when the player is close to them.

### Living Goop

Similar to the Gooble, also known as Swoopin' Stus, from the before mentioned Super Mario Sunshine (see Figure 1), Living Goop was an idea I had. Pink goop on the ground would sometimes spawn living goop (small slimes) which would then hoop around. Unlike the gliders in the map, these ones do not spread goop around and would disappear after some time. I scrapped these they had no impact on the gameplay besides driving up the entity count and potentially causing server lag with nothing gained. And given their similar appearance to the gliders, players would have probably thought to would spread goop on their own.

Another spin on this idea were "Goop Faces", where the classic eyes and mouth seen on most goop monsters would pop up from the goo, look around, grin at the player and then disappear again.

I also want to mention here, that if the map is played in the "Goopocalypse" mode, which can be selected in the starting room, goop on the ground will spread on its own.



Figure 4: Living goop as spawned by pink goop on the ground.



## Water canisters and balloons

There are two unused items in the map. One of which is the water balloon, which can be thrown and pops once it hits something, unleashing its water. This was the first way, water was added as a mechanic to the map and the way, I tested washing away goop for around the first two weeks of coding the map. But, given that the water guns are a lot more useful than some water balloons, which must be restocked once empty, I never added them to the map as an actual mechanic. You can get a stack of water balloons with the following command:

```
/function ercerus:water_gun/get_water_balloons
```

The second mechanic are water canisters, many of which can be seen all over the map. However, if one drops them as an item onto the ground, they will allow the player to restock their entire water reserve. They function similar, to the water bottles rarely found in Super Mario Sunshine. They are fully functional and you can use the following command to summon a canister. They do not work in creative mode and will despawn after 5 minutes.

```
/execute anchored eyes positioned ^ ^ ^3 run function  
ercerus:water_gun/summon/water_canister
```

## Rainbows

Within the map files you can still find my early prototype of a datapack, which was supposed to summon rainbows of varying shapes in the sky above the island. Shapes would have included crabs, stars, dolphins and more. I scrapped this idea, due to the way Minecraft renders display entities, which caused them to darken when facing the player at certain angles, making them look bad in the process. If you play the map while having Optifine installed you will get to see a different implementation of this effect using the custom skybox feature.

## Goop Paintings

All over the island, small paintings made from goop could have been, if I had fully implemented this feature. In Figure 5 you can see one of the variants of these paintings smeared onto the walls of the big spa complex. In the north of the island. Just like regular goop, they could have been washed away with the water guns.



**Figure 5:** An example of a goop painting, as smeared onto the outer wall of the spa.

## Other ideas

I had a few more ideas which never made it out of the concept stage. Here is a list of these ideas:

- Deep Geothermal Hole, maybe covered by goop, which must be washed away, before it can be entered.
- Spawner on top of a goop pillar, which turns into sand when washed away and subsequently collapses, killing the spawner at the top.
- Corkscrew-shaped pillar out at sea.
- Goop sculptures all over the island.
  - This one was partially added, after I ran into some trouble with it. The small pyramids near the Hotel Illumina and the goop bridge near the biogas plant are examples of such structures.
- Pop the balloon of flying Pumalu when shooting them with water? >:D
- Baby Pumalu with big heads, just like Minecraft baby animals.

## Early versions of existing features

### The name of the adventure map

I considered many different names for the map, before I settled with “Sunny Goo Bloom”. I wanted to have the “Sunny” part in, as it should remind people of Super Mario: Sunshine. The rest as supposed to rhyme and have something to do with the map, ideally the goop the player cleans up. Here is the list of all the other names I came up with:

*Sunny Gooper Blooper*

*Scoop the Goop*

*Loop'n'Goop*

*Slime Prime Time*

*Prime Time for Slime*

### **No map of the island for the player**

Originally, I intended for the player to start with the map of Isle Granchio available from the start. I scrapped that idea, as I believe being sent to explore an unknown place without a map is a lot more exciting, then already seeing where the interesting places are.

### **Goop away vs Dawn Constellations Company**



**Figure 6:** Original concept for the “Goop away” company logo on the left vs. the final version seen in the map seen on the right.

The company, for which the player of the map works, is called “Goop away”, as can be seen on the first slide of the presentation from Thomas Pearl during the tutorial. In Figure 6 one can see the original concept for the company logo vs. the final version seen in the map. Both versions are inspired by the logo of Super Mario Sunshine. I was undecided, whether or not to use the same company as the one first publicly seen in my “Savanna Scramble” map “Dawn Constellations” here again. But given the fact that I intend “Dawn Constellations” to be a mostly research focused company, I decided to create “Goop away” as a new one for this map.

### **Tutorial submarine can be revisited as an actual location in the map**

Originally, I intended the submarine, where the tutorial takes place to be an actual location on the open world map. It would have been located close to the north-eastern corner of the map. But given that the oceans depth turned out to be too shallow for the submarines size I intended, I scrapped this idea and just made it its own independent area.

## Granchio Emblems

In Figure 7 you can see the initial design concepts for the “Granchio Emblems”. The final one looks pretty much exactly like the first concept I made.

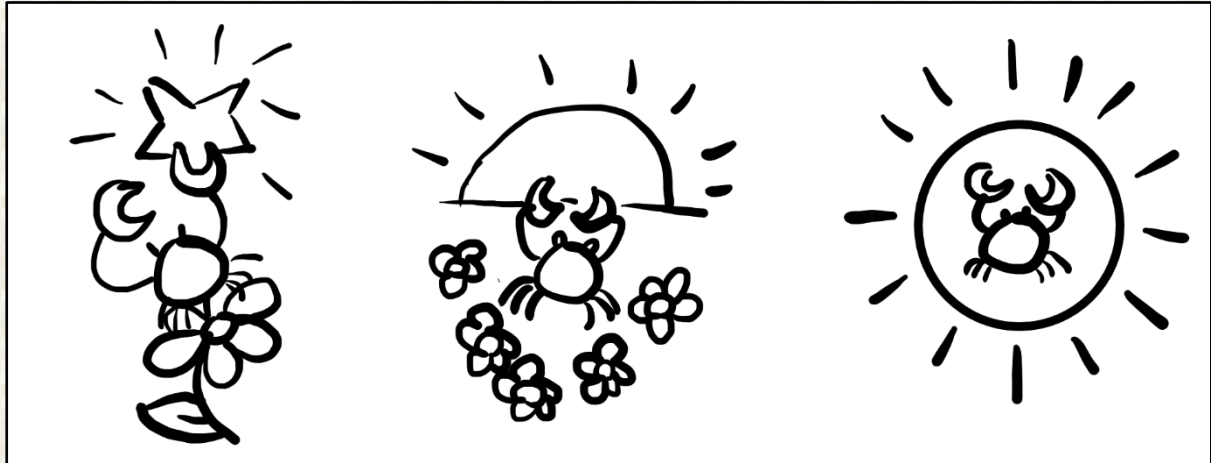


Figure 7: Design variants for the “Granchio Emblems”

## Layout of Isle Granchio

In Figure 8 you can see the original layout for the island, with some of the earliest locations already added to it.

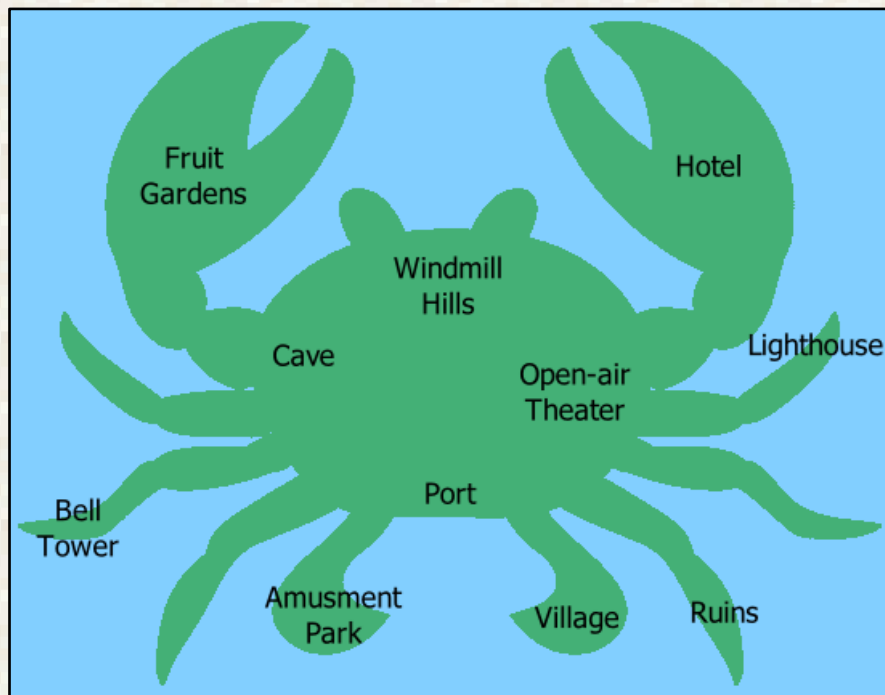


Figure 8: Concept map for the layout of Isle Granchio.

The main layout of the map remained the same, but a few things differ in the final version of the map. The lighthouse and the bell tower have switched places, the theater moved further north, the sinter terrace cave is on the opposite side of the island and the fruit gardens no longer cover the entire, western claw.

### Preview banners sent to map testers

The following three images show preview banners for early versions v0.1 to v0.3 of the map, as sent out to play testers. All these versions still exist as of the release of the map and should continue to do so, even years after release. So, in case you want to take a look at them yourself, just send me a message :D



**Figure 9:** Preview banner for an unnamed version from November the 13<sup>th</sup>, 2023. This screenshot was taken on a version of the map, before the island was even finished in World Painter, hence the actual location depicted (now the Pumalu village), does not actually exist in the final map.



**Figure 10:** Preview banner for version 0.1 from November the 30<sup>th</sup>, 2023, the first version which has been play tested.



**Figure 11:** Preview banner for version 0.2 and 0.3 from February the 3<sup>rd</sup>, 2024, the final versions to be play tested before the release of the map.

## Test map

While developing the mechanics for this map, I build a small-scale version of what would later become Isle Granchio, where I tested the core mechanics of the map as I coded them, like goop, the water guns, enemies, and spawners. You can see a screenshot of this map on the right. Just like the map versions for play testers, this one still exists as of the release of the map, in case someone would like to take a look at it.



## And there you have it

A bit of background information about this adventure map I made. I hope you enjoyed your time reading this. Make sure leave a comment that you looked into this book on my [Planet Minecraft page](#), as only few people do so. It's always really nice to get feedback from someone who enjoyed the things I made :D There is also a lot more Minecraft-related content there. This is the best place, where you will get all my adventure maps, right when they release, as it generally takes a few weeks to months for minecraftmaps.com to greenlight a new adventure map. See you over there :D