Mineplex Studio

Mineplex, former top Minecraft server, pivots after dramatic closure and acquisition to launch the Mineplex Studio, a revolutionary suite of tools to build online games.

September 15, 2023

Today at the 2023 Creator Summit, Mineplex Studios LLC, a technology company historically known for its multiplayer online games in Minecraft, announces a company relaunch with the release of the Mineplex Studio. An industry first, the Studio will empower developers worldwide to create their own minigames and game networks within Minecraft, with cross-platform support, monetization, and infrastructure hosting built-in. The Studio platform massively lowers the barrier to entry for game development in Minecraft, and will be publicly available later this year.

Background

Since 2021, Mineplex has transformed significantly. In recent years, we learned that members of our community were deeply engaged with and interested in the overall game development process. Inspired by innovations in the gaming space from titles like Roblox and Fortnite, we invented the Studio to empower our players to develop games surpassing those they previously played on Mineplex servers and in other titles.

After the 2023 shutdown and restructure of the company, we received many requests to relaunch both the Java and Bedrock servers, alongside an overwhelming interest in game developer positions. While considering the skills and interests of the community, along with Mineplex's long-term goals of inspiring and empowering creators, we decided to create the Studio to revolutionize the gaming infrastructure space.

Features

Managed Infrastructure and Project Hosting

Minecraft servers have historically been plagued by hosting complications including frequent network downtime and high infrastructure costs, which have ultimately forced many otherwise viable teams to cease operations.

In the last six months, we've expanded upon Mineplex's historical strengths by hiring and consulting industry experts from major cloud providers and gaming companies. We've worked with these experts to architect brand-new, cutting-edge gaming infrastructure aimed at bridging critical gaps in the Minecraft game development space.

Games hosted on the Studio receive numerous benefits, including DDoS protection, built-in automatic container orchestration and scaling, straightforward global deployments, and high availability through redundancy. These features are provided seamlessly for Studio games at no extra cost, allowing developers to focus exclusively on their passion: building gameplay.

Gameplay Modules and Development Tools

To further lower the barrier to entry for game publishing, the Studio includes a robust set of modules that provide core functionality. In fact, many of Mineplex's classic minigames that attracted millions of unique players can be created simply by connecting different Studio modules together.

Here is a preview of some of the initial Studio modules we are announcing today:

- **Chat**: exposes tools to customize chat functionality, including adding new channels, controlling filtering and audiences, rendering, and more
- **Data Storage**: replaces traditional databases to store and query persistent information, including sharing relevant data between games through a "namespaces" feature
- **Leaderboards and Statistics**: tracks and displays real-time player statistics and leaderboards
- **Matchmaking, Parties, and Elo**: provides matchmaking (including input-type, ping, and Elo-based matching), party functionality, and more
- **Game Engine**: a set of tools to provide immersive and dynamic gameplay experiences, with abilities, crucial gameplay mechanics, teams, kits, and more

For more information and a complete list of Studio modules, reference our upcoming documentation at studio.mineplex.com/docs.

We are also releasing a custom command-line interface (CLI) to help new developers bootstrap projects, perform live debugging within our infrastructure, and spin up remote testing containers. This CLI supports industry-standard features like seamless iterative test environments that were previously inaccessible to most Minecraft developers. More information and downloads for macOS, Windows, and Linux will be available soon on our website.

Monetization and Publishing

Developers who build games in the Studio can easily publish and monetize their work on the Mineplex network.

We provide a standard set of tools that allow games to sell both one-time consumables and subscriptions using Mineplex Crowns, a consolidated in-game currency. Furthermore, we are raising the industry bar with a generous payout system based on revenue sharing. Developers receive a default 35% share, subject to case-by-case exceptions.

All infrastructure, moderation, anticheat, publishing, and other costs are covered by Mineplex. Once published, games become available on the entire public Mineplex network.

Getting Started

We are excited to announce that the Studio will launch publicly later this year.

To get started with the Studio after the full release, you (or your team) will need to register for an account at studio.mineplex.com and purchase a developer subscription. Subscriptions start at $15 per month for teams and include unlimited remote container testing and basic support from the Mineplex team.

We've purposefully designed the Studio to support a variety of game types, including short and long-form games, persistent and ephemeral worlds, and more. We aim to revolutionize the overall Minecraft multiplayer experience and look forward to powering your next development project.

We are excited to see what you build!