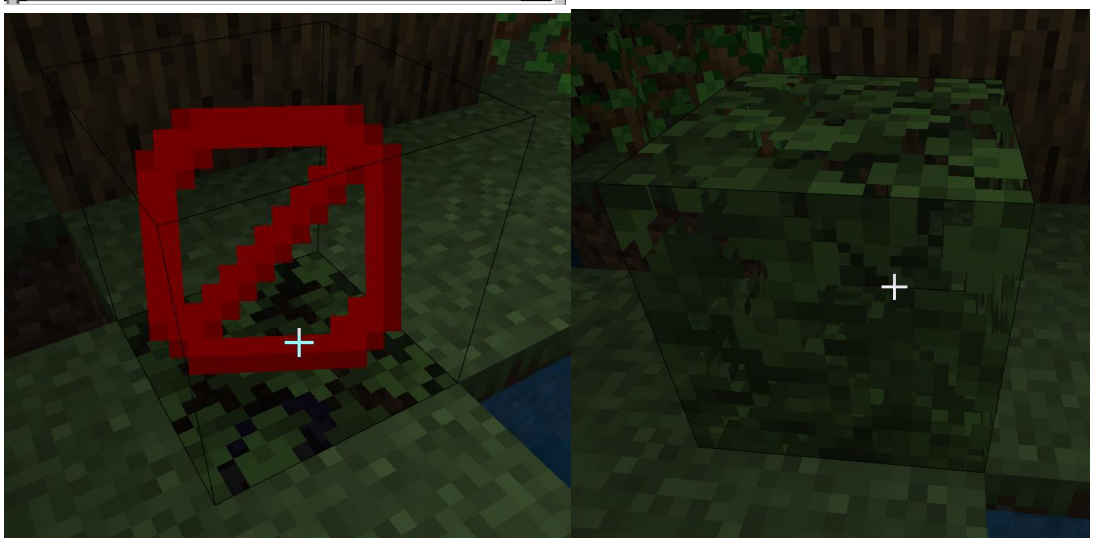
Forest Survival
Gamerules:
- Set all players points
- In this forest, have hidden things to get more points
- The higher position, can get more points item

Mission 1
Set up scoreboard
- Use scoreboard setup “point” system

Sample Coding Answer:
/scoreboard objectives add point dummy
/scoreboard objectives setdisplay sidebar point
/scoreboard players set @a point 0

Mission 2
Setup the score for those blocks
If you break them, the block become air, then add 1 point



Sample Coding Answer:
1. When the player break the block, then test successfully
/testforblock 2148 63 2009 air (Repeat + Always active + 50 delay ticks)

2. When successfully test, then give the nearest player 1 point
/scoreboard players add @p point 1

3. When give him 1 point, tell him with title command
/title @p title Get 1 Point

4. Fill barrier to the position, don't avoid keep testing and keep adding the point
/fill 2148 63 2009 2148 63 2009 barrier

Your coding answer:
*** You can pick any position (cannot be sample position)*