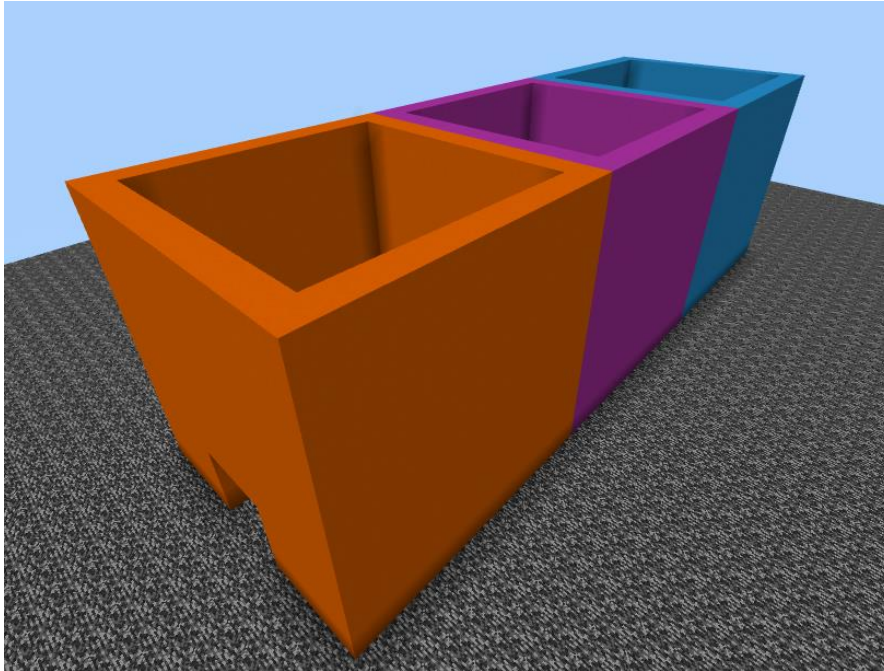


Mission 1
setup 3 level room



Sample Coding Answer:

```
/fill ~5 ~ ~5 ~15 ~10 ~15 concrete 1
```

```
/fill ~6 ~ ~6 ~14 ~10 ~14 air
```

```
/fill ~5 ~ ~16 ~15 ~10 ~26 concrete 2
```

```
/fill ~6 ~ ~17 ~14 ~10 ~25 air
```

```
/fill ~5 ~ ~27 ~15 ~10 ~37 concrete 3
```

```
/fill ~6 ~ ~28 ~14 ~10 ~36 air
```

```
/fill ~9 ~ ~5 ~11 ~2 ~37 air
```

Mission 2

Setup door



Sample Coding Answer:

```
/fill ~9 ~ ~5 ~11 ~2 ~5 quartz_block  
/fill ~9 ~ ~15 ~11 ~2 ~16 quartz_block  
/fill ~9 ~ ~26 ~11 ~2 ~27 quartz_block  
/fill ~9 ~ ~37 ~11 ~2 ~37 quartz_block
```

Mission 3

Setup Scoreboard



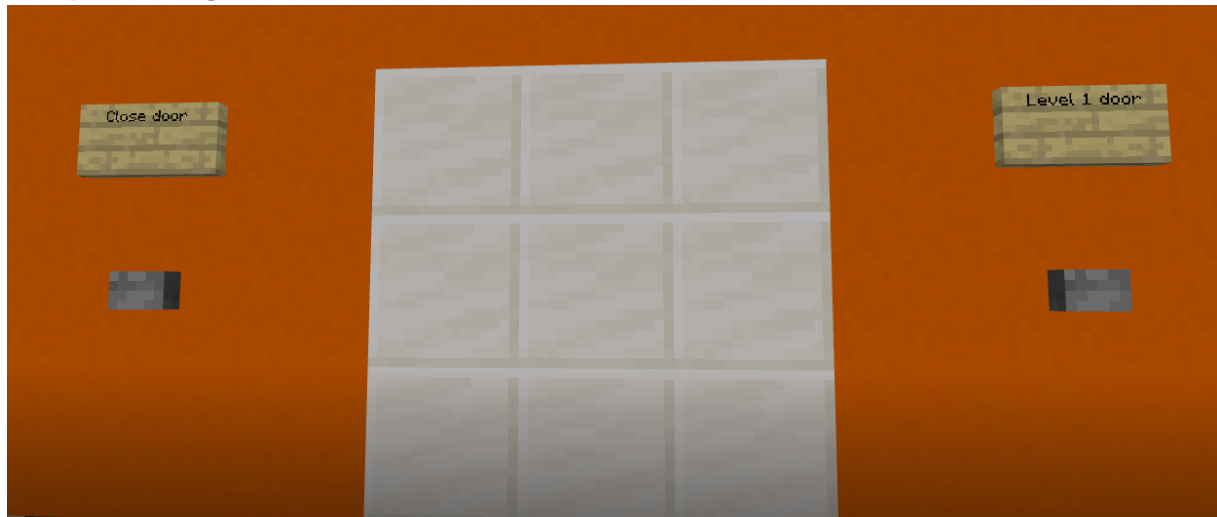
Sample Coding Answer:

```
/scoreboard objectives remove level  
/scoreboard objectives add level dummy  
/scoreboard objectives setdisplay sidebar level  
/scoreboard players set @a level 0
```

Mission 4

Test scoreboard

Sample Coding Answer:

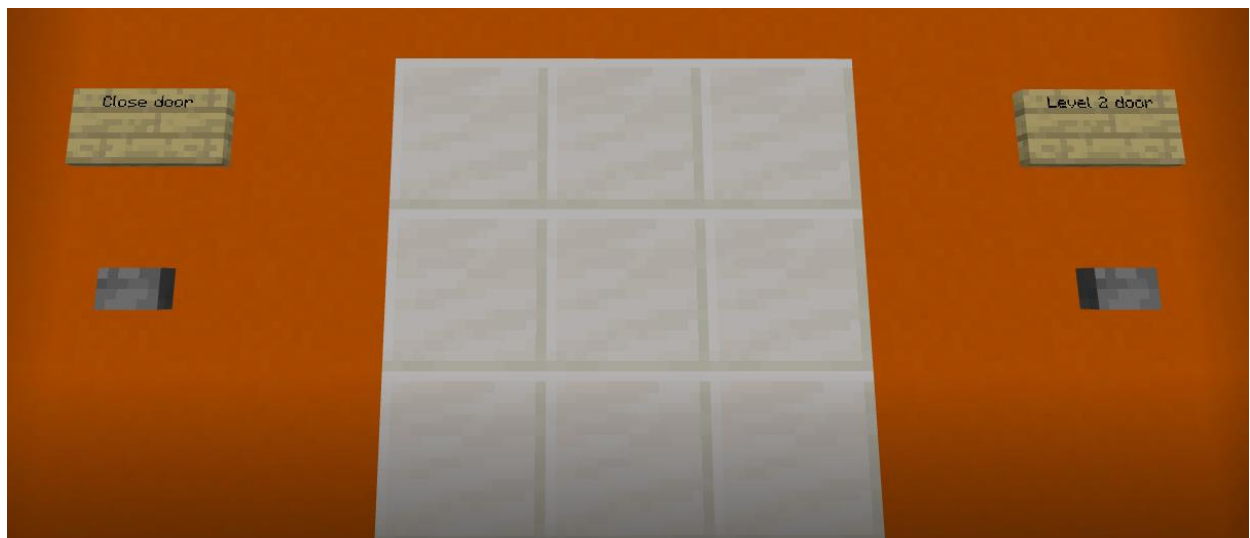


Open door

```
/scoreboard players test @p level 1 1 (impulse + redstone)  
/fill ~2 ~ ~-1 ~4 ~-2 ~-1 air (chain + conditional + always active)
```

Close door

```
/fill ~-2 ~-1 ~-1 ~-4 ~1 ~-1 quartz_block (impulse + redstone)
```



Open door

```
/scoreboard players test @p level 1 2 (impulse + redstone)  
/scoreboard players test @p level 2 2 (chain + conditional + always active)  
/fill ~2 ~-1 ~ ~4 ~-3 ~-1 air (chain + conditional + always active)
```

Close door

```
/fill ~-2 ~-1 ~ ~-4 ~1 ~-1 quartz_block (impulse + redstone)
```



Open door

/scoreboard players test @p level 2 3 (impulse + redstone)

/scoreboard players test @p level 3 3 (chain + conditional + always active)

/fill ~2 ~-1 ~ ~4 ~-3 ~-1 air (chain + conditional + always active)

Close door

/fill ~-2 ~-1 ~ ~-4 ~1 ~-1 quartz_block (impulse + redstone)