

Mission 1

Set up scoreboard for money

- Use scoreboard setup "variable" system
- How to give your own second name??!!



Sample Coding Answer:

```
/scoreboard objectives add money dummy (impulse + need redstone)
/scoreboard objectives setdisplay sidebar money (chain + always active)
/scoreboard players set @a money 1000 (chain + always active)
```

Mission 2

Set up NPC for shop

- Use scoreboard setup "variable" system
- if the player buy weapon, will deduct the money



Sample Coding Answer:

```
give @p stone_sword  
scoreboard players remove @p money 100
```

Mission 3:

Think how to create our own MONOPOLY game in minecraft

1. What shop do you have?
2. What items for buy or sell?
3. How to earn money