Minecraft Modding - Day 6

Overpowered Iron Golems

Purpose: To add helpful potion effects to Iron Golems when they spawn in the world.

Steps

1. In the package `org.devoxx4kids.forge.mods`, make a new class called `OverpoweredIronGolems` and replace its code with the code shown:

```
package org.devoxx4kids.forge.mods;

import net.minecraft.entity.EntityLiving;
import net.minecraft.entity.monster.EntityIronGolem;
import net.minecraft.potion.PotionEffect;
import net.minecraftforge.event.entity.EntityJoinWorldEvent;
import net.minecraftforge.fml.common.eventhandler.SubscribeEvent;

public class OverpoweredIronGolems {

    @SubscribeEvent
    public void golemMagic(EntityJoinWorldEvent event) {
        if (!(event.entity instanceof EntityIronGolem)) {
            return;
        }

        EntityLiving entity = (EntityLiving) event.entity;
        entity.addPotionEffect(new PotionEffect(1, 1000000, 5));
        entity.addPotionEffect(new PotionEffect(5, 1000000, 5));
        entity.addPotionEffect(new PotionEffect(10, 1000000, 5));
        entity.addPotionEffect(new PotionEffect(11, 1000000, 5));
    }
}
```

2. Register the `OverpoweredIronGolems` class by adding the following code in `MainMod`:

```
MinecraftForge.EVENT_BUS.register(new OverpoweredIronGolems());
```

Gameplay

1. Spawn an Iron Golem by using the command "/summon VillagerGolem".

2. Spawn some hostile mobs near the Iron Golem

The golem should move towards them to kill them. Normally, Iron Golems move slowly, but with the speed effect from the mod, they should move very fast.

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TODO