**Mines, Minerals, and Minecraft**

**Class Tournament**

10 April 2019

## Rules

* Points are awarded based on the following for each game:
  + Highest Score = 10 points
  + Second Highest Score = 7.5 points
  + Third Highest Score = 5 points
* The person with the most points combined between the games wins.
* You may play as many games as you want of either game (or both) in the time allotted.
* All games must complete by end of class (1900 hrs).
* When you complete a game, raise your hand and I will come record your score. Do not begin another game until I’ve recorded your score.
* Scores not witnessed by me do not count!
* No cheating (you will be summarily disqualified).

## Whac-a-Block

* The objective of the game is to whack (or hit with a sword) the blocks that light up as glowstone, and turn them back to stone.
* You will earn points for each block you turn back to stone and the game is over when all the blocks have been turned into glowstone.
* To run the game, open the file named minecraft-whac.py and run it in IDLE.
* High score = number of hits

## Hide and Seek

* The concept is simple, a diamond block is hidden, at a random location, in the Minecraft world and you must find it and stand next to it and its quickest time wins.
* You are helped along the way by the game telling you whether you are getting "warmer" or "colder" and how far you are from the block!
* Caution: it’s not as easy as it looks.
* High score = fastest time
* To run the game, open a terminal, change to the source/minecraft-hs folder and run the commands:

cd minecraft-hs

export PYTHONPATH=$(pwd)

python minecraft-hs.py

## Class Repository

* To clone the repository, open a terminal and enter this command:

git clone https://www.github.com/ChuckBell/Mines-Minerals-and-Minecraft

* To get the latest changes, open a terminal and enter these commands:

cd Mines-Minerals-and-Minecraft

git pull