# JoobCraft

Step 1 (Server / Java)

Add javalin + logging framework

Add gson

Write Websocket code

Write observer pattern code

Push code to digital ocean server

Step 2 (MC / Lua)

Add Lua support in editor

Write some code that takes info from mc world and sends to above code

Step 3 (WebApp / JavaScript)

Connect to websocket

Show values

Setup styling (Bulma)

Setup firebase

Deploy to firebase hosting