# Functions

1. main(String[]) - void
2. initGame() – void
3. generateWorld() – void
4. getBlockSymbol(int) - String
5. getBlockChar() – char
6. startGame() – void
7. fillInventory – void
8. resetWorld() – void
9. generateEmptyWorld() – void
10. clearScreen() – void
11. lookAround() – void
12. movePlayer(String) – void
13. interactWithWorld() – void
14. saveGame(String) – void
15. loadGame(String) – void
16. getBlockName(int) – void
17. displayLegend() – void
18. diplayInventory() – void
19. getBlockColor(int) – String
20. waitForEnter() – void
21. getCraftedItemName(int) – String
22. getCrafterItemColor(int) – String
23. getCountryAndQuoteFromServer – void
24. mineBlock() – void
25. placeBlock(int) – void
26. getBlockTypeFromCraftedItem(int) – int
27. GetCraftedItemFromBlockType(int) – int
28. displayCraftingRecipes() – void
29. craftItem(int) – void
30. craftWoodenPlanks() – void
31. craftStick() – void
32. craftIronIngot() – void
33. inverntoryContains(int) – boolean
34. inverntoryContains(int, int) – boolean
35. removeItemFromInventory(int, int) – void
36. addCraftedItem(int) – void