Buildings



First Steps

- 1. Open up the "mcpi_ideas" folder and "3_Buildings"
- 2. Double click on "Your Building.py" and Python will open.

Code Explained

Same code at the top.

```
pos = mc.player.getPos() #Find the players position
print(pos) # print the position

mc.player.setPos(0,50,0) # Teleport Steve into the sky in the centre of the world.
mc.setBlocks(0,-1,0,6,6,6,block.STONE_BRICK) # Make a solid box of blocks between 0,-1,0 and 6,6,6
mc.setBlocks(1,0,1,5,5,5,block.AIR)
```

Can you think how to :-

- 1. Make the building out of another material (this site might help http://www.stuffaboutcode.com/p/minecraft-api-reference. html)
- 2. Make it look like your house
- 3. Do a roof
- 4. Make it build near your player

Look at the other files in the folder for inspiration