Buildings

UTC SHEFFIELD
BE CREATIVE
BE INDUSTRIOUS

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