The code to be marked is in Github at Fabric-example-mod-1.18.2/codes

Modular programming is demonstrated by my use of methods:

I did not use agile for this assignment.

My usage of Inheritance is demonstrated by the life block, jetpack and jetpack control class.

Life block extends the Minecraft block class. I have overwritten block’s onSteppedOn method to give life block functionality when stepped on.

Jetpack and jetpack control class extends Minecraft's item class, I overwrote its use() method to give it functionality when it’s used (right-clicked)

In addition, I use the Minecraft library and Fabric API library.

The functionality of the blocks and items was implemented by using Minecraft's original codes, the setting of the blocks, such as the breaking resistance of the block is implemented by using Fabric’s Item setting.