The code to be marked is in Github at Culminating/codes

I did not use agile for this assignment.

Modular programming is demonstrated by my use of methods and sub/classes such as:

My usage of Inheritance is demonstrated by the life block, jetpack and jetpack control class. Which was inherited from Minecraft's item class. Which uses some of Minecraft's methods to interact with the player

Life block inherits the Minecraft block class. I use minecraft.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)

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 API’s Item setting.

In addition, I use the Minecraft library and Fabric API library. The instruction to download this library is in the first level of the main directory.