anGoals: Implement the following to Minecraft (goals ranked from most to least important)

| Goals | Completed? |
| --- | --- |
| Read up on how to use Fabric API | Yes |
| New block & item (new items will continue to be added when needed as other new stuff gets added) | Yes |
| New Status effect |  |
| New sword/tools | Yes |
| New enchantment |  |
| New mob ( new Ai if I have enough time) |  |
| Fire sword |  |
| Jetpack equipment (detect fire | Yes |

| Date | Note |
| --- | --- |
| 06/02 | Started reading up Fabric API  Set up developing environment  Decided some goals |
| 06/03 | reading up Fabric API  Downloaded a blank canvas mod which my mod will use build on top of it |
| 06/04 | Wrote code for a ruby item  Tried pixel art, gave up, took ruby textures from the internet |
| 06/05 | Things go very wrong, as the game will not start  Downloaded a new Development environment  In the process of troubleshooting |
| 06/06 | Problem was resolved by re-downloading mod and not changing any of the original parameters  Successfully created my first item: Ruby |
| 06/07 | Read up on Minecraft code  Made changes to the uml diagram |
| 06/08 | Nothing was done today |
| 06/09 | Created Ruby block |
| 06/10 | Added a crafting recipe for Ruby block |
| 06/11 | Nothing was done today |
| 06/12 | Added attributes to ruby block and ruby ore  Defined their drops when mined:  ruby ore now drops ruby when mined, ruby block now drops ruby block when mined  Moded such that both blocks requires iron pickaxe or better to be mined |
| 06/13 | Added a life block |
| 06/14 | Added ruby wand |
| 06/15 | Added Jetpack |
| 06/16-20 | Nothing was done |
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