

Teleport

Flower Path

Warehouse

We may not see the warehouse immediately. We will need to move close to where the x , y and z -- 10, 0, 12 -- to see the warehouse above us.

Making warehouse out of glass would be really cool.

Chat

Python will ask for the input in the Shell part of Thonny window.

Freeze

Sometimes we still fall in the water if we walk too fast! How can we fix this?

Block Fighter

For the hits to count, we need to right click on a block, not strike it with a left click.