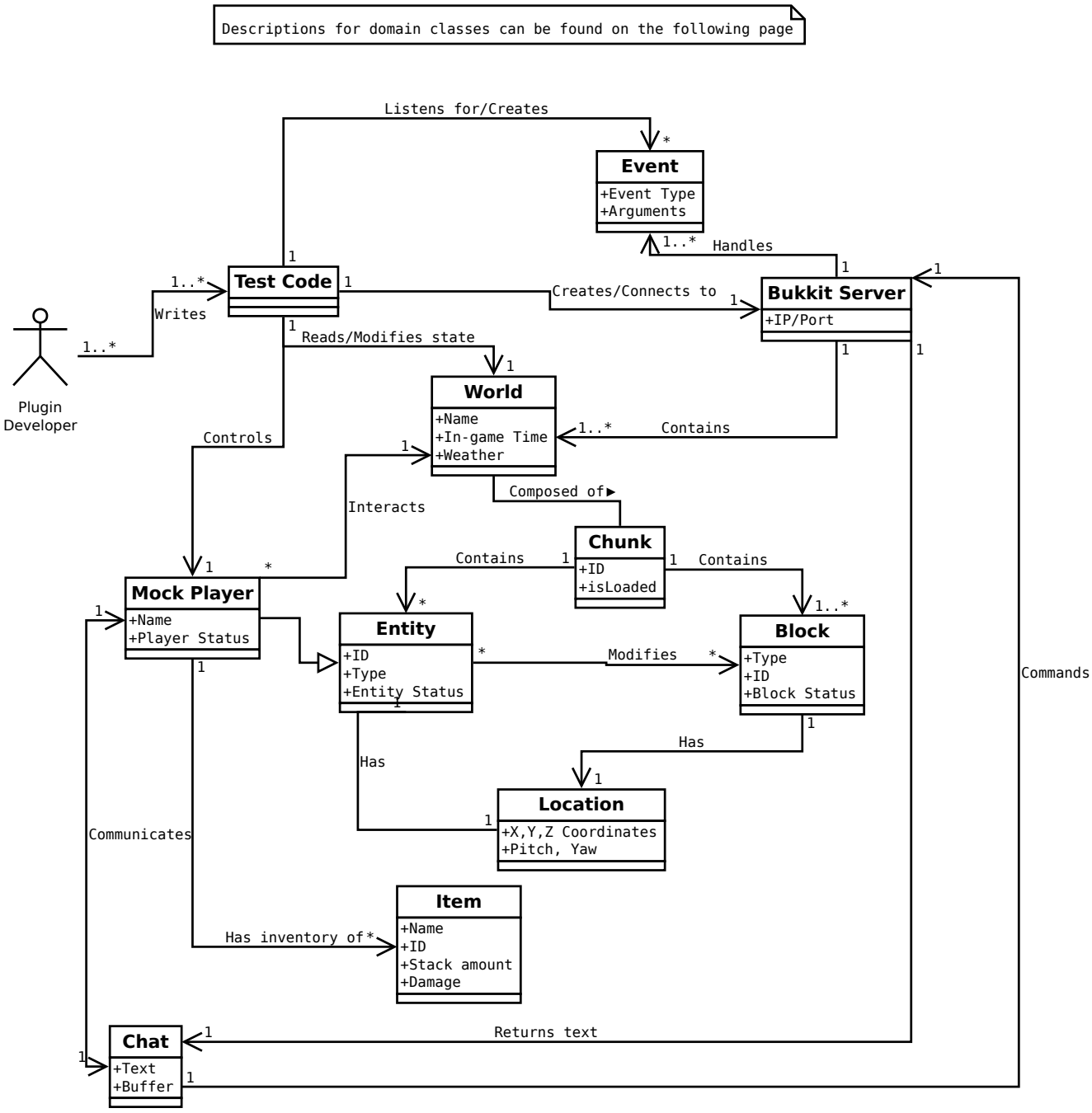
Liza Domain Model



For non-cluttering purposes, we define "Player Status", "Entity Status", and "Block Status as follows.

Player Status
1. Experience
2. Hunger
3. Sneaking state
4. Sprinting state
5. Game mode
6. Armor Value
7. All items named under "Entity Status"

Entity Status
1. Health
2. On Fire state
3. Suffocating state
4. Is Flying state
5. Poisoned state
6. Potion effects
7. Attacking
8. Is dead state

Block Status
1. Is powered state
2. Flammable
3. On Fire state
4. Opacity
5. Light level
6. Blast resistance
7. Being damaged
8. Damage value