



## DISCO FLOOR

This code creates a disco floor.

```
from mcpi.minecraft import Minecraft
from mcpi import block
import random
import time

mc = Minecraft.create()
x, y, z = mc.player.getPos()
def floor():
    wool_colour = [0,1,2,3,4,5,6,7,8,9,10,11,12,13,14,15]
    for row in range(20):
        for column in range(20):
            mc.setBlock(x + 5 + row, y, z + column, block.WOOL.id,
random.choice(wool_colour))
floor()
```

## DISCO FLOOR CHALLENGES

**Bronze Challenge:** Can you use 'while True' above 'floor()' to make the colours keep changing?

**Silver Challenge:** Can you add a 'time.sleep(0.5)' after the 'floor()' to slow it down? Check you have added the line 'import time' after 'import random' at the top of your code.

**Gold Challenge:** Can you change the list of blocks in the square brackets to something else exciting? LAVA and WATER?