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|  | Name | Description |
| 1 | main | Main function |
| 2 | initGame | initializes the dimensions of the Map and the players spawn place |
| 3 | generateWorld | creates the elements in the world |
| 4 | displayWorld | paints the map and defines the border |
| 5 | getBlockSymbol | paints the blocks |
| 6 | getBlockChar | assigns unicode character to the block |
| 7 | startGame | initilaizes the game |
| 8 | fillInventory | adds blocktype to inventory |
| 9 | resetWorld | resets player position |
| 10 | generateEmptyWorld | resets the world |
| 11 | clearScreen |  |
| 12 | lookAround | prompts player to choose different direction |
| 13 | movePlayer | moves the player |
| 14 | mineBlock | mines the block |
| 15 | placeBlock | place a block |
| 16 | getBlockTypeFromCraftedItem | gets block from item that has been crafted |
| 17 | getCraftedItemFromBlockType | get crafted item from block type |
| 18 | displayCraftingRecipes | shows the crafting recipes |
| 19 | craftItem | crafts specified item |
| 20 | craftWoodenPlanks | crafts wooden planks |
| 21 | craftStick | crafts sticks |
| 22 | craftIronIngot | crafts iron ingots |
| 23 | invetoryContains | shows your current inventory |
| 24 | removeItemsFromInventory | removes the items from your inventory |
| 25 | addCraftedItem | adds crafted item to array list (your invetory) |
| 26 | interactWithWorld | prints command based on action |
| 27 | saveGame | Saves the game |
| 28 | loadGame | Loads a saved game |
| 29 | getBlockName | Returns block |
| 30 | displayLegend | Displays map legend |
| 31 | displayInventory | Displays inventory |
| 32 | getBlockColor | Returns block color |
| 33 | waitForEnter | Wait for player to press enter |
| 34 | getCraftedItemName | Returns crafted item |
| 35 | getCraftedItemColor | Returns color of crafted item |
| 36 | getCountryAndQuoteFromServer | Api for server connection |

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