Tags: (All tags are lower case)

player tag = "player" // chad

enemy tag == “enemy”

bucket tag = "bucket" //farris & vincent

wood blocks = "woodblock" // Eric

wood world = "woodworld" //Farris & Vince

wood inventory = "woodinventory" //Farris & vince

grass blocks = "grassblock" //eric

grass world = "grassworld" //F & V

grass inventory = "grassinventory"

stone blocks = "stoneblock"// Eric

stone world = "stoneworld"

stone inventory = "stoneinventory"

dirt blocks = "dirtblock" //eric

dirt world = "dirtworld" // f &v

dirt inventory = "dirtinventory" //f &v

water world = "water" //eric

water in bucket = "waterbucket" //f &v