We're going to program Minecraft so that we leave a trail of gold behind us.

```python
# load the Minecraft API - the functions to talk to Minecraft
import mcpi.minecraft as minecraft
import mcpi.block as block
import time

# Connect our program to Minecraft
mc = minecraft.Minecraft.create()

# Write our function to leave a trail of gold behind us

def goldsteps():
# Get the position of the player
        pos = mc.player.getTilePos()
# Get the type of block underneath (y-1) the player
        b = mc.getBlock(pos.x,pos.y-1,pos.z)
# if the blokc is grass...
        if b == block.GRASS.id:
# ...change it to gold
                mc.setBlock(pos.x,pos.y-1,pos.z,block.GOLD_BLOCK.id)

#Main code block

while True:
        time.sleep(0.25)
# run our function
        goldsteps()
```

Can you modify your code so that it leaves a different block behind?