



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

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# 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 block 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?