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In-class assignment for the Minecraft program

1. Without examining the code, I find the program is designed as an interactive game after running it in the Python shell. For the functionality of this program, they are function of navigation, zoom in/out, choosing object, mining, and building grass.
2. The Model object class establishes the image blocks of the minecraft, including stone blocks, grass blocks, and hill blocks. In a nutshell, this class serves as creating the objects and environment for the whole game.
3. The Window object class creates a series of interactive activities (e.g., moving, turning around, digging, and building objects) through moving or clicking the mouse and pressing some certain keys on the keyboard. Meanwhile, it also controls the speed of playing.
4. The Window is a superclass.
5. For the class methods related to the interaction between the user and the game, they are as follows:
   - def get_motion_vector(), this method sets up the moving path and its speed for the user.
   - def on_mouse_motion(), this method allows the user to navigate within the mining virtual world by moving the mouse.
   - def on_key_press(), this method enables the user to do mining by pressing some certain keys on the keyboard.
6. For the methods which are "hidden" to the user of the game, the def. _show_block(self, position, texture) is one of them. This private method is critical in generating the game environment but not essential for the user's interaction with the game.