Adding items

* Go to ModItems
* Instantiate a ItemBase (or other) with the name of your item
* Add to init() method
* Give it a json (copy existing ones)

Adding blocks

* Go to ModBlocks
* Instantiate a BlockBase or BlockOre (or other) with the name of the block
* Add to init()
* Give it a blockstate json (this may be complicated)

Adding crops

* Acquire textures for the seed, food, and crop block
* Make a class for the seed item
  + Copy existing seeds
  + Needs a crop
  + Needs a farmland block
  + Give item:generated json
* Make a class for the crop block
  + Copy existing crops
  + Needs a seed
  + Needs a yield
  + Add blockstate json
    - Copy existing blockstates
    - Modify stages “age” as required/desired
      * The number of “age”s can be changed as well
* Make a food item (WIP)
  + Instantiate ItemBase
  + Add to ModItems.init()