

Noen kule modder

Skrevet av: Pål G. Solheim

Kurs: Learntomod

Tema: Blokkbasert, Minecraft

Fag: Programmering, Teknologi

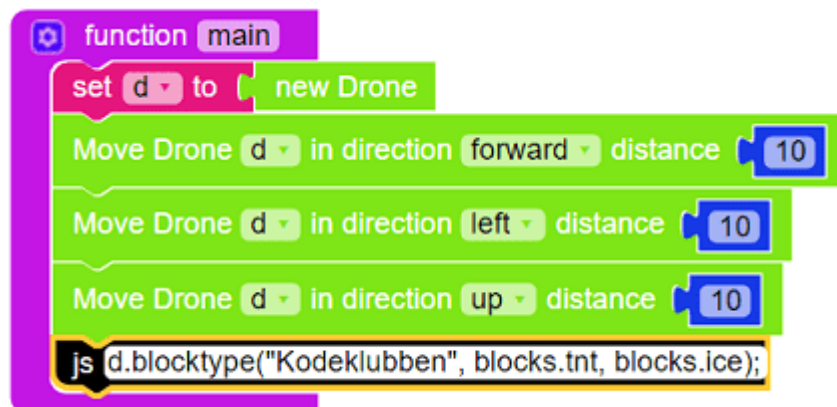
Klassetrinn: 1.-4. klasse, 5.-7. klasse, 8.-10. klasse

Introduksjon

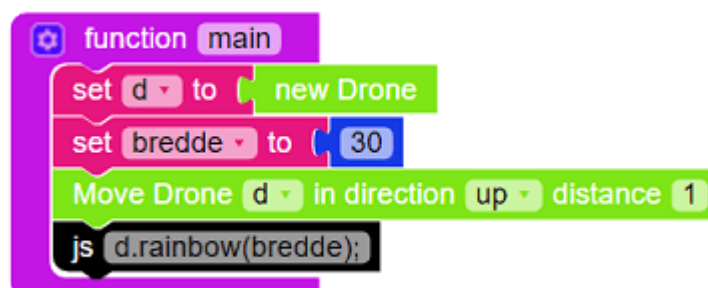
Her er noen korte oppgaver som gjør kule ting i Minecraft. Det er kjapt å kode disse moddene så de kan brukes innimellom andre større oppgaver.

De er ikke forklart i detalj så de passer best for de som har litt erfaring med Learn To Mod.

Megaskilt



Regnbue



Lage spor



Pig Zombie



Monster

```
function main
  set d to new Drone
  Move Drone d in direction up distance 1
  Move Drone d in direction forward distance 8
  repeat 10 times
    do
      Drone d spawns mob of type EntityType creeper
      Drone d spawns mob of type EntityType zombie
```

Monster kamp

```
function main
  set d to new Drone
  Move Drone d in direction up distance 1
  Move Drone d in direction forward distance 5
  klynge
  startkamp
```

```
function klynge
  repeat 5 times
    do
      Drone d spawns mob of type EntityType creeper
      Drone d spawns mob of type EntityType zombie
```

```
function startkamp
  Remove all items from player me
  Give 1 of item type DIAMOND_SWORD to player me
  js (me).setGameMode(org.bukkit.GameMode.getByValue(0));
```

Lisens: CC BY-SA 4.0 (<http://creativecommons.org/licenses/by-sa/4.0/deed>)