DAY 3 AGENDA

[Video]

Minecraft the movie

<http://www.msn.com/en-us/movies/news/warner-bros-sets-%e2%80%98minecraft%e2%80%99-movie-for-summer-2019/ar-AAhG7ju>

[Jar file creation, importation into MC]

[Text Exercises (run through hours 6-10)]

**hour 6 - Adding a potion effect**

[test points]

Videos:

<https://www.digminecraft.com/getting_started/how_to_eat_food.php>

(speed,jumping, from pie,etc)

<https://www.youtube.com/watch?v=il8Id4khias>

Use summon command to spawn a Wolf

/summon Wolf

Use summon command to spawn a villager (mob item) to Poison!

/summon Villager ~ ~1 ~ {ActiveEffects:[{Id:19,Amplifier:0,Duration:1000000}]}

**hour 7 - Adding pickaxe -w./ Harvest level 3**

http://terraria.gamepedia.com/Tools

[test points]

Test on Cobblestone -- very fast & effective chops vs. using Dark Wood, etc.

Try making an obsidian paxel

<https://www.youtube.com/watch?v=_HsQLac5Fcc>

**hour 8 - adding armor to player**

[test points]

add in potion into your class at a respective place within class where armor is on to slow

player down as an example

@Override

public void onArmorTick(World world, EntityPlayer player, ItemStack armor) {

player.addPotionEffect(new PotionEffect(Potion.moveSlowdown.id, 500, 4));

}

[Exercise]

Perform Workshop - Exercises p. 129

**hour 9 - Creating a Block**

[Exercise]

Perform Workshop - Exercises p. 142