Make Paths Which Follow you Around

```
1  from mcpi.minecraft import Minecraft
2  import mcpi.block as block
3  mc = Minecraft.create()
4  while True:
5      pos = mc.player.getPos()
6      x = pos.x
7      y = pos.y
8      z = pos.z
9      mc.setBlock(x, y-1, z, block.STONE.id)
```

This code creates a stone block path beneath your feet.

- **Bronze Challenge:** Change the block type to be exploding TNT: `block.TNT.id, 1`
- **Silver Challenge:** Change the coordinates to leave a trail in different places, try **above your head**. Try placing multiple blocks at a time.
- **Gold Challenge:** By placing more than one block leave a pathway made of gold and diamonds.

Making Random Trails

```
1   from mcpi.minecraft import Minecraft
2   import mcpi.block as block
3   import random
4   mc = Minecraft.create()
5   while True:
6       pos = mc.player.getPos()
7       x = pos.x
8       y = pos.y
9       z = pos.z
10      which_brick = random.randint(0, 3)
11      mc.setBlock(x, y-1, z, block.STONE_BRICK.id, which_brick)
```

The import random gives us access to Python's random number functions, which we use to place random types of block. We can also use `random.choice` to choose a random item in a list.

- **Bronze Challenge:** Change the code to make it select a random `STONE_SLAB` type (they are numbered 0 to 5).
- **Silver Challenge:** Change the code to make it place a random `WOOL` block colour (the colours run from 0 to 15).
- **Gold Challenge:** Use `random.choice([block.STONE.id, block.DIRT.id])` to place a random block. Add different block types to the list to make it more exciting.