

Make a Minecraft Mod: Minecraft Modding for beginners (1.16.3)

Assignment 1: Create another Block and Item

*This assignment is to deepen your understanding of
the Block and Item creation in Minecraft.*

Estimated Time for completion: 15 Minutes

Instructions:

Make a new Block (copper_ore) and a new Item (copper_wire). Sample Textures are provided as a downloadable resource or you can make your own, if you wish to. Make sure that the Copper Ore has Material Type Rock, a harvestLevel of 2 and a harvestTool of Pickaxe set. These are simply Properties you add when creating the Block. Don't forget the .json files that you need to create as well, in order for the texture to load!

If you wish, you can also create your own Block and Item, if you don't 100% copy the tutorial :)

(Solutions are available next page!)

SOLUTIONS ON NEXT PAGE
(Don't Peek :P)

Ore Block:

```
1. public static final RegistryObject<Block> COPPER_ORE = register("copper_ore",
2.     () -> new Block(AbstractBlock.Properties.create(Material.ROCK)
3.         .hardnessAndResistance(3f, 10f)
4.         .harvestLevel(2).harvestTool(ToolType.PICKAXE).sound(SoundType.STONE)));
```

Copper Wire:

```
1. public static final RegistryObject<Item> COPPER_WIRE =
2.     Registration.ITEMS.register("copper_wire",
3.         () -> new Item(new Item.Properties().group(ItemGroup.MATERIALS)));
```

Solutions are also provided in the Source Files