

# Assignment

*This assignment is the examination of this course. This means that if you finish this assignment properly you will pass the course. When you've done the assignment you can hand it in at [courses.vsw.se/assignments.php](https://courses.vsw.se/assignments.php) . When it has been handed in it will be corrected and marked. If everything was fine with your assignment you'll pass the course. If something was wrong you'll get it back together with some feedback about it. Fix whatever that was wrong and hand it in again. You can't really fail a course since you can just hand in new versions of an assignment. Note however that if you send in too many assignments your assignment won't be prioritized when marking it. You should therefore make sure to always double check your code before sending it in.*

Your task is to make one block and one entity, both of which should be rendered in a specific way:

1. The block should look like a table with the tabletop and four legs in the corners.
2. The entity should be a robot with a torso, a head and a single arm.
3. The robot's head should constantly spin around.
4. The robot's arm should be in two segments giving it an elbow of sorts. No hand is needed though. When the robot is right clicked the inner segment should be lifted and then the outer one should wave by rotating back and forth. After a short while the arm should go back to its original state.
5. The arm animation can be very simple, however the outer segment of the arm must be connected to the inner one properly.
6. The textures can look like anything but should still be used properly.
7. The robot must be using a normal minecraft model. It can be made in techne if you want to though. The block can use an .obj file if you would like but otherwise you can just use a normal block renderer for it.

## Submitting

When submitting your mod you should send me the source code and the exported mod. The exported mod should be runnable without any problems. The source should contain all the content of your mod, it shouldn't contain anything else. Do NOT include your eclipse environment or the minecraft source.