

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 . 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 a block which slowly is generating wood. It should have a proper interface that follows the requirements below:

1. There should be 9 output slots where the generated wood is placed.
2. There should be a progress bar that indicates when the next piece of wood will be generated. This should of course be handled by the server since the server will generate the actual wood.
3. Use 4 buttons for indicating the different tree types. These shouldn't be the vanilla buttons. Give them different textures depending on if the user is hovering the mouse over them or not. Also give them an active texture (if they've been clicked on and activated). The block should generate the type of wood which corresponds to the active button(oak, birch, spruce or jungle). Also give the buttons a mouse hovering text indicating which tree type they control.
4. Add a 10th slot. This slot should only accept bone meal. The block should consume any bone meal and use it to speed up the wood generation process.
5. The icon of the sapling of the wood type that is currently being generated should be drawn in the interface.
6. Everything should be saved and synchronized properly.
7. Shift clicking an item shouldn't crash the game.

For this assignment you can get an example texture for the interface. You don't have to use this. The texture can be downloaded from the link below.

<https://dl.dropboxusercontent.com/u/46486053/woodgenerator.png>

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.