



HOUR OF CODE: A MINECRAFT TALE of TWO VILLAGES CODING SOLUTIONS GUIDE

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Keywords



MakeCode Blocks

ONBOARDING ACTIVITIES

Agent Move



Plant the Sapling



Plant the sapling by right clicking on the grass block while the sapling is selected in the hotbar.



VILLAGER ACTIVITIES

Build a Dock

```
on start
  move and place wood 6 times
  turn agent right
  move and place wood 3 times
  turn agent right
  move and place wood 5 times
```

Introduce the Ravager

```
on start
  lead ravager 9 forward
  turn agent left
  lead ravager 12 forward
  turn agent left
  lead ravager 11 forward
```



Protect the Beets

```
on start
  repeat 4 times
    repeat 5 times
      agent move forward by 1
      place iron bars down
    agent move forward by 1
  turn agent left
```



ILLAGER ACTIVITIES

Teach Farming

```
on start
  till and move forward 9 times
  turn agent right
  till and move forward 1 times
  turn agent right
  till and move forward 10 times
```

Get the Ball

```
on start
  agent move up by 1
  toggle lever
  agent move up by 2
  agent move right by 3
  toggle lever
  agent move up by 1
  agent move left by 3
  toggle lever
  agent move up by 2
  agent move right by 3
  toggle lever
```



Motor Railway

```
on start
  repeat 6 times
    repeat 4 times
      place rail below
      agent move forward by 1
    agent move down by 1
```



Python

ONBOARDING ACTIVITIES

Agent Move

```
agent.move("forward")  
agent.move("forward")  
agent.move("forward")  
agent.move("forward")
```

Plant the Sapling

```
player.give("sapling", 1)
```

Plant the sapling by right clicking on the grass block while the sapling is selected in the hotbar.



VILLAGER ACTIVITIES

Build a Dock

```
for i in range(6):
    agent.move("forward")
    agent.give("planks", 2, 1)
    agent.place(1, "down")
agent.turn("right")
for i in range(3):
    agent.move("forward")
    agent.give("planks", 2, 1)
    agent.place(1, "down")
agent.turn("right")
for i in range(5):
    agent.move("forward")
    agent.give("planks", 2, 1)
    agent.place(1, "down")
```

Introduce the Ravager

```
for i in range(9):
    agent.move("forward")
agent.turn("left")
for i in range(12):
    agent.move("forward")
agent.turn("left")
for i in range(11):
    agent.move("forward")
```

Protect the Beets

```
for side in range(4):
    for block in range(5):
        agent.move("forward")
        agent.give("iron_bars", 2, 1)
        agent.place(1, "down")
    agent.move("forward")
    agent.turn("left")
```



ILLAGER ACTIVITIES

Teach Farming

```
for i in range(9):
    agent.move("forward")
    agent.till("back")
agent.turn("right")
agent.move("forward")
agent.till("back")
agent.turn("right")
for i in range(10):
    agent.move("forward")
    agent.till("back")
```

Get the Ball

```
agent.move("up")
agent.interact("forward")
for i in range(2):
    agent.move("up")
for i in range(3):
    agent.move("right")
agent.interact("forward")
agent.move("up")
for i in range(3):
    agent.move("left")
agent.interact("forward")
for i in range(2):
    agent.move("up")
for i in range(3):
    agent.move("right")
agent.interact("forward")
```

Motor Railway

```
for level in range(6):
    for block in range(4):
        agent.give("rail", 2, 1)
        agent.place(1, "down")
        agent.move("forward")
        agent.move("down")
```

