

Minecraft Treasure Hunt

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import time
import mcpi.minecraft as minecraft
import mcpi.block as block
import random
import math

mc=minecraft.Minecraft.create()

safe = False

while safe == False:
    x = random.randint(100,100)
    z = random.randint(100,100)
    y = mc.getHeight(x,z)
    topBlock = mc.getBlock(x,y-1,z)
    if topBlock !=block.WATER.id:
        safe = True

mc.setBlock(x,y,z,block.WOOL.id,2)

mc.postToChat("Block Hidden")

found = False

while found == False:
    player = mc.player.getTilePos()
    xDist = x-player.x
    yDist = y-player.y
    zDist = z-player.z
    vDist = math.sqrt(xDist**2 + zDist**2)
    if vDist <=1:
        mc.postToChat("You Found it")
        time.sleep(2)
        mc.setBlock(x,y,z,block.AIR.id)
        found == True
    else:
        mc.postToChat("Distance" + str(math.floor(vDist)))
        time.sleep(5)
```