Built-in Mission Types

MissionPouches comes with a few built-in mission types.

- **BLOCK_BREAK**
  - This mission type fires when a block is broken.
  - Parameters:
    - *blocks:* List of blocks that count towards the mission. If not specified, any block will count.
- **BLOCK_PLACE**
  - This mission type fires when a block is placed.
  - Parameters:
    - *blocks:* List of blocks that count towards the mission. If not specified, any block will count.
- **CONSUME_ITEM**
  - This mission type fires when a player consumes an item such as food.
  - Parameters:
    - *items:* Items that count towards the mission. If not specified, any item will count.
- **ITEM_CRAFT**
  - This mission type fires when a player crafts an item.
  - Parameters:
    - *items:* Items that count towards the mission. If not specified, any item will count.
- **MOB_KILLS**
  - This mission type fires when a player kills a mob.
  - Parameters:
    - *entities:* Entities that count towards the mission. If not specified, any entity will count.
- **PLAYER_FISH**
  - This mission type fires when a player catches a fish.
  - No parameters available.

If you need a custom mission type, let me know on Discord!

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