

# Challenge

Create two new nodes with groups controlling what tools can break them.

Add groups to use for crafting, and create two craft recipes using those groups.

## Hints

Groups must have a value to be recognized as valid.

```
minetest.register_craft({  
  output = "mod:node",  
  recipe = {  
    {"group:name"},  
    {"mod:node"},  
    {"group:name"}  
  }  
}
```

