Block Modification

`block.modification` event is a startup script event that allows you to change properties of existing blocks

```
onEvent('block.modification', event => {
  event.modify('minecraft:stone', block => {
    block.destroySpeed = 0.1
    block.hasCollision = false
  })
})
```

All available properties:

- String material
- boolean hasCollision
- float destroySpeed
- float explosionResistance
- boolean randomlyTicking
- String soundType
- float friction
- float speedFactor
- float jumpFactor
- int lightEmission
- boolean requiredTool

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