

# MINECRAFT SCRIPTING

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Intro and Getting Started



# What are "packs"?

- Resource pack
  - textures
  - 3d models
  - sounds
- Behavior pack
  - "behavior" definitions for custom blocks, mobs, items
  - animations
  - scripts!

# What do you need to get started?

- VSCode
- Minecraft Education Edition
- Optional
  - Node.js
    - helpful tool to be able to write in TypeScript and deploy changes to the pack folder
  - Blockbench
    - Useful tool for creating custom Minecraft assets

# Hands on learning!

[https://github.com/  
rebeccamcfadden/  
mc\\_wumpus\\_samples](https://github.com/rebeccamcfadden/mc_wumpus_samples)

## Download zip and extract

# Anatomy of a Behavior Pack

- scripts/main.js
  - This is the main file with the entry to your scripting code
- manifest.json
  - The manifest contains info about the pack and its dependencies

# Work on your own!

- Get the hello-world project running!
- Modify the code! (See the script API reference page for help)
  - Print the player's username with the welcome message
  - Spawn a mob of your choice at a specific tick time
  - Teleport the player when they are at a specific location

# Resources

- [Getting Started with Addons](#)
  - [Intro to Resource Packs](#)
  - [Intro to Behavior Packs](#)
- [Scripting Intro](#)
  - [More complex scripting starter](#)
    - NOTE: Requires Node.js/TypeScript
- [JavaScript resources](#)
- [Blockbench](#)
- [Minecraft Script API Reference](#)