

What are "packs"?

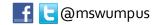
- Resource pack
 - textures
 - o 3d models
 - sounds
- Behavior pack
 - "behavior" definitions for custom blocks, mobs, items
 - o animations
 - o scripts!



What do you need to get started?

- VSCode
- Minecraft Education Edition

- Optional
 - oNode.js
 - helpful tool to be able to write in TypeScript and deploy changes to the pack folder
 - oBlockbench
 - Useful tool for creating custom Minecraft assets



Hands on learning!

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
 - oIntro to Resource Packs
 - oIntro to Behavior Packs
- Scripting Intro
 - More complex scripting starter
 - NOTE: Requires Node.js/TypeScript
- JavaScript resources
- Blockbench
- Minecraft Script API Reference

