UUID Worksheet

One sheet per sword. Make each UUID with PowerShell: type `New-Guid` and press Enter.
Every UUID must be different. Change only what's between the quote marks.

Sword name: _____ ID: family:_____

1 **Resource pack: header** Chapter 4

Goes in: MySword_RP \ manifest.json ("header" section)

_ _ _ _ _ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _ _ _ _ _ _ _ _ _ ☐

2 **Resource pack: module** Chapter 4

Goes in: MySword_RP \ manifest.json ("modules" section)

_ _ _ _ _ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _ _ _ _ _ _ _ _ _ ☐

3 **Behavior pack: header** Chapter 6

Goes in: MySword_BP \ manifest.json ("header" section)

_ _ _ _ _ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _ _ _ _ _ _ _ _ _ ☐

4 **Behavior pack: data module** Chapter 6

Goes in: MySword_BP \ manifest.json (module with "type": "data")

_ _ _ _ _ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _ _ _ _ _ _ _ _ _ ☐

5 **Behavior pack: script module** Chapter 8

Goes in: MySword_BP \ manifest.json (module with "type": "script")

_ _ _ _ _ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _ - _ _ _ _ _ _ _ _ _ _ _ _ ☐

Also, in Chapter 6:

In MySword_BP \ manifest.json, the first "dependencies" entry gets a COPY of line 1
(the resource pack's header UUID). That's how the behavior pack finds its resource pack.