# Project Documentation

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**Break Down:**

The Blockstate input is comprised of two section, one required: blockState, and one optional: offset.

The blockstate has one required field: block which must match a valid block, and then one optional field: properties which is an object containing valid blockstate properties. (Note that missing properties will be considered as all properties matching.)

The offset is optional, and all three of it's fields (x, y, and z) are all optionals and default to zero, this offset is a location different from the block that is handling the current recipe

**Example:**

```
{
    "type": "base:blockstate",
    "blockState": {
        "block": "minecraft:stone",
        "properties": {
            "variant": [
                "granite"
            ]
        }
```

```
    },
    "offset": {
        "x": 0,
        "y": 1,
        "z": 0
    }
}
```

### 2.1.3 Conditions

**Biome**

**Break Down:**

The Biome condition allows for the recipe to either happen in a specific biome, or outside said biome. It has two fields, one required: biome, which is the name, and one optional: inBiome, which defaults to true, and determines whether the recipe needs to be in, or outside of the biome.

**Example:**

```
{
    "type": "base:biome",
    "biome": "minecraft:plains",
    "inBiome": true
}
```

**Village**

**Break Down:**

The Village condition has a single optional field, inVillage, which defaults to true, which controls whether you must be in a village, or must not be in a village.

**Example:**

```
{
    "type": "base:village",
    "inVillage": false
}
```

## 2.1.4 Outputs

### Command

### Breakdown

Command output takes a singe required parameter: command, which is a string that will be run by minecraft. Note: This is similar to having the command run from a Command Block, rather than by a player

### Example

```
{
    "type": "base:command",
    "command": "xp set @p 0 levels"
}
```

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