Docker-compose.yml

Source: https://hub.docker.com/r/itzg/minecraft-bedrock-server

```yaml
version: '3.3'
services:
    minecraft-bedrock-server:
        container_name: mc-server
        environment:
            - EULA=TRUE
       - SERVER_NAME=My Server
       - GAMEMODE=survival #options are survival, creative, adventure
       - DIFFICULTY=easy #options are peaceful, easy, normal, hard
       - LEVEL_TYPE=default #options are FLAT, LEGACY, DEFAULT
       - MAX_PLAYERS=10 #must be a positive integer
       - ONLINE_MODE=true #options are true, false
       - VIEW_DISTANCE=32 #any positive integer greater than or equal to 5
       - TICK_DISTANCE=4 #an integer in the range [4, 12]
       - PLAYER_IDLE_TIMEOUT=30 #how many idle minutes before being kicked
       - MAX_THREADS=4 #maximum number of threads the server tries to use.
       - LEVEL_NAME=Level Name #the "level-name" value is used as the world name and its folder nam

        ports:
            - '19132:19132/udp'
        volumes:
            - 'mc-volume:/data'
        image: itzg/minecraft-bedrock-server

volumes:
  mc-volume:
```

Additional Resources

More info on Environmental Variables:

https://minecraft.fandom.com/wiki/Server.properties#Bedrock_Edition_3