Bow Spleef

This is a gamemode that adds Bow Spleef to BattleArena. This requires ArenaSpelef to be installed.

Description

- A spin on the classic spleef mode, where instead of having to break blocks with a shovel, TNT is broken with a flame bow
- Last player alive wins

Arena Configuration

```
name: BowSpleef
mode: Spleef
type: Match
team-options:
  named-teams: false
  team-size: 1
  team-amount: 2+
  team-selection: none
modules:
  - scoreboards
lives:
  enabled: false
victory-conditions:
  teams-alive:
    amount: 1
  time-limit:
    time-limit: 5m
layer-decay-delay: 2m
layer-decay-time: 1m
game: bow_spleef
events:
  on-join:
    - store{types=all}
    - change-gamemode{gamemode=adventure}
    - flight{enabled=false}
```

```
    - teleport{location=waitroom}
  on-spectate:
    - store{types=all}
    - change-gamemode{gamemode=spectator}
    - flight{enabled=true}
    - teleport{location=spectator}
  on-leave:
    - clear-effects
    - restore{types=all}
    - remove-scoreboard
  on-death:
    - clear-inventory
    - respawn
    - delay{ticks=1}
    - change-gamemode{gamemode=adventure}
    - teleport{location=waitroom}
options:
  - block-break{enabled=false}
  - block-place{enabled=false}
  - block-drops{enabled=false}
  - block-interact{enabled=false}
  - item-drops{enabled=false}
  - keep-inventory{enabled=true}
  - keep-experience{enabled=true}
  - damage-entities{option=never}
  - damage-players{option=never}
initial-phase: waiting
phases:
  waiting:
    allow-join: true
    next-phase: countdown
    events:
      on-start:
        - apply-scoreboard{scoreboard=waiting}
      on-join:
        - apply-scoreboard{scoreboard=waiting}
  countdown:
    allow-join: false
    allow-spectate: true
    revert-phase: true
```

```
  next-phase: ingame
  countdown-time: 5s
  events:
    on-start:
      - paste-layers
      - apply-scoreboard{scoreboard=countdown}
    on-complete:
      - teleport{location=team_spawn}
      - play-sound{sound=block.note_block.pling;pitch=2;volume=1}
ingame:
  allow-join: false
  allow-spectate: true
  next-phase: victory
  options:
    - block-interact{enabled=true}
  events:
    on-start:
      - give-shovel{shovel=bow}
      - give-item{item=arrow}
      - change-gamemode{gamemode=survival}
      - apply-scoreboard{scoreboard=ingame-list-alive}
victory:
  allow-join: false
  allow-spectate: false
  next-phase: waiting
  duration: 5s
  events:
    on-complete:
      - leave
      - remove-scoreboard
    on-victory:
      - send-message{message=<green>Congrats, you won!</green>}
      - play-sound{sound=entity.player.levelup;pitch=1;volume=1}
    on-lose:
      - send-message{message=<red>Sorry, you lost!</red>}
      - play-sound{sound=block.anvil.place;pitch=0;volume=1}
    on-draw:
      - send-message{message=<yellow>It's a draw!</yellow>}
      - play-sound{sound=block.beacon.deactivate;pitch=0;volume=1}
```

Revision #1
Created 2024-08-25 23:11:41 UTC by Redned
Updated 2024-08-25 23:13:06 UTC by Redned