

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

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