

# One in the Chamber

This is a gamemode that adds one in the chamber to BattleArena. This utilizes the One in the Chamber module which comes pre-installed with BattleArena.

## Description

- Players spawn with a bow, arrow and a stone sword
- Bows insta-kill a player
- Any time a player scores a kill, they will be given an arrow
- First player to 20 kills wins the game

## Arena Configuration

```
name: OITC
mode: Arena
aliases: [oic, oneinthechamber]
type: Match
team-options:
  named-teams: false
  team-size: 1
  team-amount: 2+
  team-selection: none
modules:
  - duels
  - one-in-the-chamber
  - scoreboards
lives:
  enabled: false
victory-conditions:
  highest-stat:
    stat-name: kills
    win-after: 20
time-limit:
  time-limit: 5m
```

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:

- restore{types=all}
- remove-scoreboard

on-death:

- respawn
- delay{ticks=1}
- teleport{location=team\_spawn;random=true}

options:

- block-break{enabled=false}
- block-place{enabled=false}
- block-interact{enabled=false}
- damage-entities{option=never}
- keep-inventory{enabled=true}
- keep-experience{enabled=true}

initial-phase: waiting

phases:

waiting:

allow-join: true

next-phase: countdown

options:

- damage-players{option=never}

events:

on-start:

- apply-scoreboard{scoreboard=waiting}

on-join:

- apply-scoreboard{scoreboard=waiting}

countdown:

allow-join: true

allow-spectate: true

```
revert-phase: true
next-phase: ingame
countdown-time: 60s
options:
  - damage-players{option=never}
events:
  on-start:
    - apply-scoreboard{scoreboard=countdown}
ingame:
  allow-join: false
  allow-spectate: true
  next-phase: victory
  options:
    - damage-players{option=other_team}
  events:
    on-start:
      - teleport{location=team_spawn}
      - play-sound{sound=block.note_block.pling;pitch=2;volume=1}
      - apply-scoreboard{scoreboard=ingame-top-kills}
      - give-item{item=stone_sword}
      - give-item{item=bow}
      - give-item{item=arrow}
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}
```

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Revision #2

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