

SkyWars

This is a gamemode that adds SkyWars to BattleArena. This requires the [PhatLoots](#) plugin for the chest configuration.

Description

- Players spawn on an island with chests
- Chests contain loot which players loot for items
- Last player standing wins the game

Configuring Chests

Chests are configured using the [PhatLoots](#) plugin which contains native support for BattleArena and adds the **reset-loot-tables** action used in the configuration below.

Using PhatLoots, you can create loot tables and link them to blocks (using the **/loot link <loot table>** command). The [following configurations](#) are provided as island and center loot tables, and can be placed inside the **plugins/PhatLoots/LootTables** directory. Then, using PhatLoots, you can link these to chest blocks by running **/loot link island** and **/loot link center** for island and center chests respectively.

Arena Configuration

```
name: SkyWars
mode: Arena
type: Match
team-options:
  named-teams: false
  team-size: 1
  team-amount: 2+
  team-selection: none
modules:
  - duels
  - scoreboards
```

lives:

enabled: false

victory-conditions:

teams-alive:

amount: 1

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:

- clear-effects
- restore{types=all}
- remove-scoreboard

on-death:

- clear-inventory
- respawn
- delay{ticks=1}
- teleport{location=waitroom}

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}
- shuffle-loot{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}
- block-break{enabled=true}
- block-place{enabled=true}
- block-interact{enabled=true}

events:

on-start:

- change-gamemode{gamemode=survival}
- reset-loot-tables
- teleport{location=team_spawn}
- play-sound{sound=block.note_block.pling;pitch=2;volume=1}
- apply-scoreboard{scoreboard=ingame-list}

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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