

# Splegg

This is a gamemode that adds Splegg 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, you get an egg cannon which you shoot to break blocks
- Last player alive wins

## Arena Configuration

```
name: Splegg
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: splegg
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:
    - change-gamemode{gamemode=survival}
    - give-shovel{shovel=egg-cannon}
    - 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}
```

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