Survival Games

This is a gamemode that adds Survival Games to BattleArena. This requires the PhatLoots plugin for the chest configuration.

Description

- Players spawn in a map 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 standard and pedestal 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 standard** and **/loot link pedestal** for standard and pedetal chests respectively.

Arena Configuration

```
name: SurvivalGames
aliases: [sg]
mode: Arena
type: Match
team-options:
  named-teams: false
  team-size: 1
  team-amount: 2+
  team-selection: none
modules:
  - arena-restoration
  - 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-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
    - restore-arena
  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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