

# Creating Your Arena Class

## Creating a Custom Arena Class

The first step in creating a custom gamemode is creating the Arena class for your game. To do this, simply create a new class and extend the **Arena** class.

```
package org.battleplugins.arena.example;

import org.battleplugins.arena.Arena;

public class MyArena extends Arena {

}
```

And to register it, simply run the following in your **onEnable** method inside your plugin:

```
BattleArenaApi.get().registerArena(this, "MyArena", MyArena.class, MyArena::new);
```

## Using your Custom Arena

Now that the Arena is registered, you can now reference it from your **<arena>.yml**. For the sake of this tutorial, we will be copying the standard **arena.yml** and using it as a base going forward.

Inside of **plugins/BattleArena/arenas**, simply copy the **arena.yml** and call it **myarena.yml**. Change the name to **Arena** and add a new field: **mode: MyArena** (see the full myarena.yml at the bottom of this page).

On its own, this will not do much as no game logic has been designed yet. However, this will serve as a foundation for the rest of the tutorial.

## Full myarena.yml

```
name: MyArena
mode: MyArena
```

type: Match

team-options:

- named-teams: false
- team-size: 1
- team-amount: 2
- team-selection: none

modules:

- arena-restoration
- classes
- 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}
- class-equip-only-selects{enabled=true}

initial-phase: waiting

phases:

waiting:

allow-join: true

next-phase: countdown

options:

- damage-players{option=never}
- class-equipping{enabled=true}

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

options:

- damage-players{option=never}
- class-equipping{enabled=true}

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:

- equip-class{class=warrior}

- teleport{location=team\_spawn}
- give-effects{effects=[speed{duration=300;amplifier=1}]}
- 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
- restore-arena
- 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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