Getting Started

BattleArena is designed to primarily be a framework to create games from both a user and development standpoint. Nearly everything is data driven, and many of the APIs provided from BattleArena allow you to further extend this.

Follow the steps below to add the API as a dependency.

Adding the BattleArena Repository

Gradle (Kotlin DSL)

```
repositories {
    maven("https://repo.battleplugins.org/releases")
    maven("https://repo.battleplugins.org/snapshots")
}
```

Gradle (Groovy)

```
repositories {
    maven {
        url "https://repo.battleplugins.org/releases"
    }
    maven {
        url "https://repo.battleplugins.org/snapshots"
    }
}
```

Maven

```
<repositories>
  <repository>
    <id>battleplugins-releases</id>
    <name>BattlePlugins Releases</name>
    <url>https://repo.battleplugins.org/releases</url>
  </repository>
  <repository>
    <id>battleplugins-snapshots</id>
```

```
    <name>BattlePlugins Snapshots</name>
    <url>https://repo.battleplugins.org/snapshots</url>
  </repository>
</repositories>
```

Adding the Dependency

Gradle (Kotlin DSL)

```
dependencies {
    compileOnly("org.battleplugins:arena:<version>)
}
```

Gradle (Groovy)

```
dependencies {
    compileOnly "org.battleplugins:arena:<version>"
}
```

Maven

```
<dependencies>
  <dependency>
    <groupId>org.battleplugins</groupId>
    <artifactId>arena</artifactId>
    <version>{version}</version>
    <scope>provided</scope>
  </dependency>
</dependencies>
```

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