Plugin Overview

BattleArena is a complete match and event framework for Minecraft. Supports creating modes through config files, or fully custom modes through plugins.

BattleArena allows you to create your own games on a Minecraft server through config files. It comes with a large number of customizable options, allowing you to configure a wide number of features.

Default Modes

Active games in BattleArena are referred to as Competitions. BattleArena natively supports two competition types:

- Match: A game that is started when a certain condition is met (i.e. number of players), or is always active. These games can be joined at any time, as long as there are available maps. Common examples may include Spleef, SkyWars, Survival Games, or Capture the Flag.
- Event: A game that is started based on a certain interval, or when triggered by a server administrator. These games cannot be joined normally unless the event is active. Common examples may include a bracket tournament, deathmatch, or a free for all.

Builtin Match Types

- Arena: Simple duels mode that you fight with what is given to you in the config.
- Skirmish: You bring in items you want to fight with. The game is always running, and you can join and leave at any time.
- Colosseum: 4v4 team deathmatch. Last team standing wins.
- Battlegrounds: 1 minute match in which the winner is the player with the most kills.

Builtin Event Types

- Free for All: A free for all deathmatch that starts every 30 minutes. Last player alive wins.
- Deathmatch: A 2-minute event where if you die you respawn. The player with the highest number of kills wins.
- Tournament: Bracket tournament for any number of teams.

Default Modules

As part of being a match and event framework, BattleArena is very modular and comes pre-installed with multiple modules which extend upon the base functionality in the plugin. These include:

- Arena Restoration - Restores maps using WorldEdit once they complete
- Boundary Enforcer - Ensures players do not leave the boundaries of a map
- Classes - Adds classes/kits to BattleArena
- Scoreboards - Adds scoreboard support to BattleArena
- Team Colors - Colors players names inside competitions to their team colors
- Team Heads - Adds the item from the teams.yml to a player's head
- Tournaments - Adds bracket tournaments to BattleArena
- Vault Integration - Adds support for Vault into BattleArena

---

Revision #3
Created 2024-07-05 20:51:27 UTC by Redned
Updated 2024-07-13 19:40:13 UTC by Redned