

# Tiny Economy Renewed

## Description

The purpose of this project is basically to create a small economy system for a private server

This mod **requires** a MariaDB database server (version 10.8.3)

You can find at the bottom of the readme a link to a tutorial explaining how to install a MariaDB database server

And here is the default information that will be used for the connection to the database (configurable in this file `config/tinyeconomyrenewed/database-config.json`)

- Port → 3307
- User → root
- Password → Pa\$\$w0rd

## The rewards feature

Players can earn monney by doing the following things

- Accomplishing advancements
- Killing entities
- Mining blocks

The prices of the awards can be modified in the following configurations files

- `config/tinyeconomyrenewed/mined-block-reward-config.json`
- `config/tinyeconomyrenewed/entity-killed-reward-config.json`
- `config/tinyeconomyrenewed/advancement-reward-config.json`

Note: There is an internal system that prevents player from making too much money by killing or breaking blocks while afk

## The shop feature

Players can create shops to sell items to each other.

A shop is represented by a barrel where there is a sign in front of it.  
On the first line (0) → There is the name of the player who owns the shop  
On the third line (2) → There is a **first number** that indicate how many item a player can bought with on left click on the sign. Then there is a **space** followed by this two caracteres →. And finally another **space** followed by the **last number** that indicate the price

Important: for a shop to be valid, there must be only one type of item inside

