

# Tiny Economy Renewed

## Description

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

This mod **requires** a MariaDB database server (version 10.8.4)

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

This is the default information for the database connection:

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

This settings can be modified in the following configuration file:

- **config/tinyeconomyrenewed/database-config.json**

## Earn money 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/advancement-reward-config.json**
- **config/tinyeconomyrenewed/entity-killed-reward-config.json**
- **config/tinyeconomyrenewed/mined-block-reward-config.json**

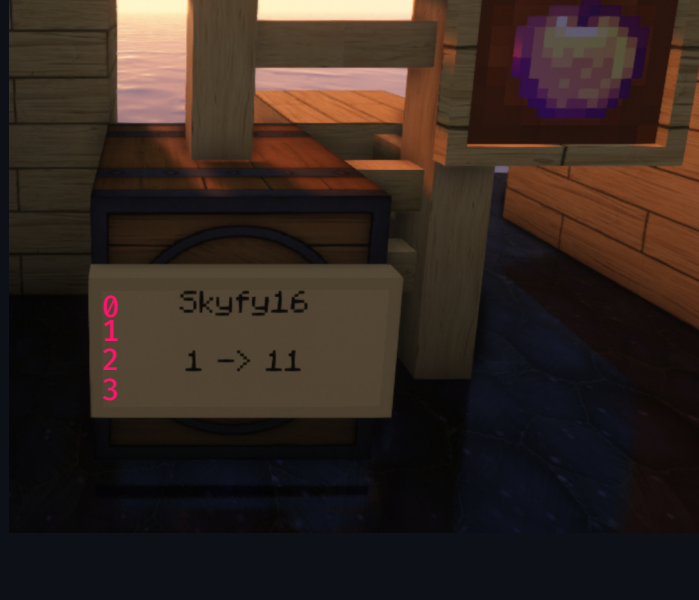
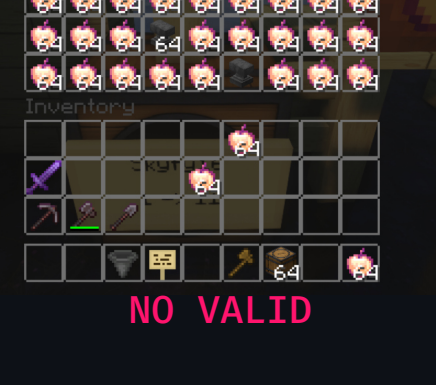
Note: There is an internal system that prevents player from making too much money by killing or breaking blocks while afk

## 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



Here are some other things to note about the shops

- Only the owner of a shop can break it
- You can chose if a shop can be destroy by specific explosions (WITHER,TNT,ETC.) or all type of explosions. Config files:  
**config/tinyeconomyrenewed/mined-block-reward-config.json**
- The owner of his own shop can however destroy it with his own TNT
- The hopper and minecart hopper placed under a shop does not work
- Level permission 4 allow player to break the shop of another player
- A player can look inside another player's shop, but can't take anything, put anything

List of current bugs:

- After tried to break a wallSignBlock, the text disappear. You have to disconnect and reconnect to make the text reappear

## Villager trade cost money feature

Trade with a villager requires a price.

This feature can be usefull if for example you have a mod like

InfinityVillagerTrading in your modded server.

You like the fact that you can trade endlessly, but you also find it too balanced.

Then you can ask for a cost to nerf this a bit

The configuration file for this feature is located like below:

- config/tinyeconomyrenewed/villager-trade-costs-money-config.json**

## Money earned reward feature

You can set up award prizes. When a player reaches one of these prizes for the first time, he can earn experience and items (configurable). If the player is currently not logged in and has just earned money because another player bought items from his shop, he will receive the reward when he logs in again.

The configuration file for this feature is located like below:

- config/tinyeconomyrenewed/money-earned-reward-config.json**

## Earn money login feature

Player can earn money after login for the first time of the day

The configuration file for this feature is located like below:

- config/tinyeconomyrenewed/earn-money-login-config.json**

## Loss money dying feature

Player will loss an amount of money after dying

The configuration file for this feature is located like below:

- config/tinyeconomyrenewed/loss-money-dying-config.json**

## Commands

Find below a list of available commands

- **UpdateMoneyFromDatabase**  
Description:  
This command allow you to update the money of players to the running mod from the database. It's mostly useful for dev and debugging  
Permission level: 4

## On wich side this mod works ?

This mod need to be installed on a dedicated server and is not required on client, but recommended for some special feature like custom sounds when player reach price, etc.