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

The reward 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
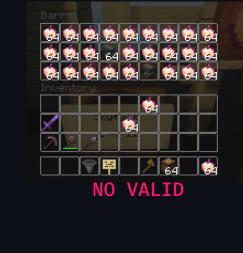
The shop feature

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

VALID

NO VALID

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

Other features

Find below a list of other features

  - 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

You can find and configure other features in the following configuration file:
    config/tinyeconomyrenewed/villager-trade-costs-money-config.json