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Capstone Reproduction Steps.docx

- This file explains the steps that should be taken to have an exact clone of the Minecraft Plugin server.

public_html

This folder contains the files that should be uploaded to the /var/www/ directory of the oracle cloud server for the scoreboard functionality of this plugin.

File structure

- Images:
 - Mobskilled[used on mobskilled.php]:
 - cavespider.gif
 - creeper.gif
 - fast-walker-crack-walk.gif
 - spider.gif
 - steve.jpg
 - zombie.gif
 - oresmined[used on oresmined.php]:
 - coal.gif
 - copper.gif
 - diamond.gif
 - gold.gif
 - iron.gif
 - steve.gif
 - playerstats[used on stats.php and date.php]:
 - mining.gif
 - steve.jpg
 - vitality.gif
 - woodworking.gif
- UUID.gif [used on date.php]

PluginTest

This folder has the contents of the Server used to set up a clone of the test server. This ensures that all the permissions and everything required for the plugin to function is in place.

The world, world_nether, and world_the_end folders can be deleted for a new world to generate, if desired, but this is not supported by default during setup explanation.

All of the files/folders besides PluginTest/plugins/MyPlugin.jar, and PluginTest/plugins/MyPluginConfig(and its contents) are server files that are automatically generated, and are not important for the description of the project.

File structure [for my files]

- MyPlugin/plugins/MyPlugin.jar
 - # This jar is the compiled code that I wrote that makes the server unique
- MyPlugin/plugins/MyPluginConfig
 - o Jdbc.txt
 - o Miningvalues.txt
 - o README.txt

[README.txt file contents]:

[MyPluginConfig/miningvalues.txt]

This file is the config file for Mining Experience values, it also allows you to add custom blocks that are not included by default!

Just put the [BlockName]:[BlockValue] in the file, with each value on a new line.

Ensure that the Blockname is a VALID block name from minecraft, and that the BlockValue follows the same format as the other values, eg [x.yz]

If the server does not function properly after editing this, please revert it back, it is likely that a value you entered is not valid!

[MyPluginConfig/jdbc.txt]

format: jdbc:mysql://[MySQL username]:[MySQL password]@[IP address or Host]/minecraft_myplugin

the MySQL username should be the username that was set up during the MySQL portion of the server setup[default: pluginaccess]

the MySQL password should be the password that was set up during the MySQL portion of the server setup[default: password]

the IP address/host should be the IP given in the cloud oracle console

MySQL Setup Script

This folder contains the file that has the script needed to create the database that the plugin uses.

File Structure:

- MySQL Setup Script
 - o MySQL.sql [contains script to run]

MyPlugin [folder]

This folder contains the source code for my plugin in a non-jar form for viewing.

File Structure:

- entities/User.java : This file is the User entity that contains all the information the plugin uses, accesses, updates etc.
- CustomEvent.java : File not currently used, but implemented for future
- ExpChangeListener.java : This file is a listener that checks whenever a player gains or loses experience. It handles giving and taking permissions for backpack_levelup command & gives user information when they die on how much exp was lost.
- LoginListener.java : This listens for users joining and leaving the server, creates the user in the database if they don't exist, starts regen tasks if needed and provides information to players logging in.
- MiningCommands.java : commands for mining_level5 and mining_level10
- MiscCommands.java : commands for recipe_book, kills, ores, and prepareUser method
- MyEventListener.java : Player sleeping logic, prepareUser method, addVitalityExp method, healing from golden carrots, eating logic, initializeMiningValues method, oresMined method for scoreboard, blockbreaking event handler, mobskilled method for scoreboard, player damage vitality method
- MyPlugin.java : Initializes the plugin and establishes the connection to database
- MyPluginCommandExecutor.java : File not currently used, but implemented for future
- SkillsCommand.java : stats command and logic