

# MyStory-RPG Pets

## **Description:**

### **Hook plugin needed :**

<https://www.spigotmc.org/resources/griefprevention.1884/>

<https://dev.bukkit.org/projects/worldguard>

When the pvp is enabled in protected zone people can kill PETS

When the pvp is disabled in zone people can't.

<https://www.spigotmc.org/resources/rpg-party-system.14858/>

When players are in the same party they can't attack party mob.

### **Plugin description :**

You can buy eggs (I use a plugin for shop so i just need a command for /give egg)

When you buy an egg, and it is in your inventory, you need to walk a certain number of steps (configurable in the config file) for make this egg hatching.

Egg are random, you can only have a mystery egg, so u dont know what will hatch. I need for each animal a % chance for the hatch. All pet have different base stats, so certain pets are better than others, certain pet will won more life when they level up than other.

When the egg hatch it write a message to the player (configurable) "Your pet hatched!"

So now you have a head (from the pet animal) in your inventory to replace the egg.

After the Hatch the he pet is a baby (so u can only add mob from the vanilla minecraft who have a baby version, like chicken or zombie) .

When u right click with the head pet in your hand, it summon it. It follows you and can deal a bit of damage.

When they die, the summon is canceled and u can summon it anymore until you feed him with a special item called for example 'food pet' (there is a cooldown too for preventing spamming revive)

If the player die he lost all item, so i lost the pet too. But the player who loot it can use it.

Pets have LEVEL, they have to fight for level up, when the pet reach a certain level, it becomes an adult pet, that mean it gains more damage on level up than when it was baby.

Pets can be traded or sold so they have to save their stats in the head.

I need a translation file for all message and lore of the egg or pet.

Only one mob can be active at a time.

**Pet behaviour:**

- Attack attackable targets
- Follow owner

**Attackable targets:**

- All hostile mobs
- Players the owner attacked

**Q/A:**

- Baby pets can be spawned as well and are effectively only different from their grown counterparty because of their lower damage and obviously appearance? Does this also mean they will look the same in the inventory? (Besides something in the lore indicating it's a baby)
- **Ye they can be spawned as well, i'm trying to find an idea for give them some particularity but i don't know, if u have an idea let me know. In the inventory would be cool if the can have a different head baby / adult but idk if it is possible.**
- Different pets have different base stats, upon leveling up they will gain a certain amount to their stats which also depends on the kind of mob. Does that mean there should be pets which are passive? Or would a chicken just deal very little damage compared to a zombie?
- **I want to have the possibility to configure it in the config**
- How should fighting influence leveling up? Should pets get experience from damage dealt? Or from enemies killed?
- **Both, damage dealt and enemies killed**
- Am I correct when I imagine a typical pet lifecycle to look like this?
  - Player obtains pet egg through command (Triggered by shop for example)
  - Egg has to be carried for 5000 blocks until it hatches
  - Egg gets replaced by some kind of baby pet with it's base stats assigned (level 0)
  - One day after hatching, the baby turns into a grown pet, carrying over all of its stats (Should that happen automatically or is it ok if pets grow up when players use them, effectively saving quite a bit of performance because the plugin doesn't have to constantly scan all players inventories?)

- **There should be a random chance for them to grow up once their level reaches a certain area, and they will definitely grow up if they don't before they reach the end of the area**
- What happens when the player teleports away?
- **The mob comeback in the inventory, if the player throws the head while the mob is spawned it despawn the mob**
- What happens when the player dies?
- **If player die the mob despawn and become a loot like all items**
- Should the item always stay in the inventory of the player, sort of like an empty poke-ball (This would avoid situations where the player doesn't have inventory space anymore after letting his pet free).
- **The empty pokeball is a good idea. Just need to be sure the pet will return in the inventories even if the player crash during the pet summoned. And i forget, only one mob can be spawned at once.**