



# ReBattle v1.0.0 documentation

4 September 2021

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# Requirements

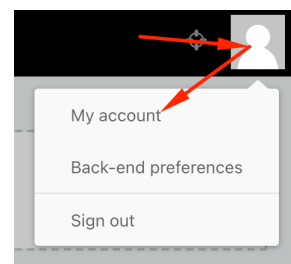
ReBattle some server requirements for web hosting:

1. PHP version 7.2.9 or higher
2. Composer 1.0 or higher
3. PDO PHP Extension (and relevant driver for the database you want to connect to)
4. cURL PHP Extension
5. OpenSSL PHP Extension
6. Mbstring PHP Extension
7. ZipArchive PHP Extension
8. GD PHP Extension
9. SimpleXML PHP Extension
10. Apache Mod Rewrite module
11. Hosting with valid SSL certificate (for stripe payments)

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# Installation

1. Copy all files from folder **web** to **/web direcetory**.
2. Set Chmod permissions to 755 for **/web\_directory/storage** (also all sub-directories and files)
3. Import SQL dump (file: mysqldump.sql) into your MySQL database.
4. Update **/your\_web\_directory/.env** file (more information in section **Configuration**).
5. Go to <https://yourwebgame/control> login as **admin** and password **changeme**
6. **Change** your **username**, **email** and **password** Your account  
<https://yourwebgame/control/backend/users/myaccount>
7. Delete demo users or other demo content that you don't need.



## CMS (BASE) CONFIGURATION

ReBattle uses WinterCMS (Forked from OctoberCMS), WinterCMS is Laravel based CMS system. You can use a lot of features from Laravel, as well you can check WinterCMS and OctoberCMS for documentation for more info, and also you can install 3rd party plugins, to easily and fast extend your project even more.

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# Configuration

To change game configuration you can edit .env file.

## GENERAL

To generate key you must run artisan command: **php artisan key:generate**

EXAMPLE (do not copy-paste from image):

```
[mbp@mbp xgame % php artisan key:generate  
Application key [base64:D4/iMPPC3UjE3DAIXZcvdp7xTfzxr99vXEMibmK529Y=] set successfully.
```

```
APP_DEBUG=false  
APP_URL=https://your.domain  
APP_KEY=generated_key
```

## DATABASE

For example, the database connection can be specified with these variables.

```
DB_CONNECTION=mysql  
DB_HOST=127.0.0.1  
DB_PORT=3306  
DB_DATABASE=database  
DB_USERNAME=root  
DB_PASSWORD=
```

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## GAME CONTENT

All game-related configuration can be edited in **/config/re.php** file as well you can use **.env** file environment variables. More information about stripe setup can be found in section “Stripe integration”.

Game configuration example:

```
// Maximal level (to seed content)
"max_level" => env("RE_MAX_LEVEL", 10),
"xp_start" => env("RE_XP_START", 50), // First level XP_MAX
"xp_ratio" => env("RE_XP_RATIO", 1.2), // Increase ratio (each level) for XP_MAX
"add_points_base" => env("RE_ADD_POINTS_BASE", 15), // How many (add_points) given for new level
"add_points_ratio" => env("RE_ADD_POINTS_RATIO", 1), // Increase ratio (each level) for add_points

// Renew rate
"hp_rate" => env("RE_HP_RATE", 2), // How long it takes to renew 1HP (sec)
"ap_rate" => env("RE_AP_RATE", 5), // How long it takes to renew 1AP (sec)

// Renew COST - How much it cost to renew HP/AP
"renew_hp_gems" => env("RE_RENEW_HP_GEMS", 2), // Renew HP (gems)
"renew_ap_gems" => env("RE_RENEW_AP_GEMS", 2), // Renew AP (gems)

// Default Avatar IMG url
"user_img_url" => env("RE_USER_IMG_URL", "/themes/x/assets/img/avatar_default.png"), // Default avatar url

// XP Ratio (Opponent HP points * RATIO = XP Points)
"xp_win_ratio" => env("RE_XP_WIN_RATIO", 0.2), // 20%
"xp_standoff_ratio" => env("RE_XP_STANDOFF_RATIO", 0.1), // 10%

// Shop
"stripe_private_key" => env("RE_STRIPE_PRIVATE_KEY", ""), // You stripe private key
// COINS
"coins_price_id" => env("RE_COINS_PRICE_ID", ""), // Stripe Price ID for Coins (empty = disabled)
"coins_bundle_price" => env("RE_COINS_BUNDLE_PRICE", 1.00), // i.e. 1USD for coin package (must be same as in stripe)
"coins_bundle_size" => env("RE_COINS_BUNDLE_SIZE", 1000), // How much coins in one bundle
// GEMS
"gems_price_id" => env("RE_GEMS_PRICE_ID", ""), // Stripe Price ID for Coins (empty = disabled)
"gems_bundle_price" => env("RE_GEMS_BUNDLE_PRICE", 1.00), // i.e. 1USD for coin package (must be same as in stripe)
"gems_bundle_size" => env("RE_GEMS_BUNDLE_SIZE", 50), // How much Gems in one bundle

// Market
// How many items can be put on market (sell), must divide by 8 (row size)
'sell_slots' => env("RE_SELL_SLOT", 40),

// Bank
// How many items can be put in safe, must divide by 8 (row size)
'safe_slots' => env("RE_SAFE_SLOT", 40),
// How many items can be pledged, must divide by 8 (row size)
'pledge_slots' => env("RE_PLEDGE_SLOT", 40),
```

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# Payments (Stripe integration)

## INTRODUCTION

We have made stripe integration as easy as possible, that's why we offer only two “products” that can be sold to payers: Coins and Gems - two in-game currencies. All other special/premium digital goods can be sold on the game market. To increase player orders you can limit game coin and gem awards.

## STRIPE WEBHOOK

Sign in into your Stripe account, and go to Developers -> Webhooks section, create new webhook with following data:

**URL:** <https://your.domain/stripe-webhook>

**Events:** checkout.session.completed

Once you have created webhook copy Webhook signing secret (key)

Paste webhook secret in **.env** file as

```
RE_STRIPE_WEBHOOK_SECRET=wh_secret
```

### Developers

Overview  
API keys  
**Webhooks**  
Events  
Logs

### <https://rb.codetool.net/stripe-webhook>

Endpoint Type	Status	Mode	Version
Account	Enabled	Test	2015-10-16

#### Webhook details

URL	https://rb.codetool.net/stripe-webhook
Description	—
Event types	checkout.session.completed

#### Signing secret

**whsec\_uh1JEv0Bh...**

#### Webhook attempts

Attempts to send an event to your endpoint in the past 15 days

	EVENT TYPE	EVENT ID
✓ Succeeded	checkout.session.completed	evt_1J7t1g6yos0A0ovk0WzEwF

# STRIPE PRIVATE KEY

Go to Developers -> API Keys and click **show key**

Copy secret key

Paste secret key in **.env** file as

```
RE_STRIPE_PRIVATE_KEY=secret_key
```

## Developers

- Overview
- API keys
- Webhooks
- Events
- Logs

## API keys

Viewing test API keys. Toggle to view live keys.

### Standard keys

These keys will allow you to authenticate API requests. [Learn more](#)

NAME	TOKEN	LAST USED
Publishable key	pk_test_thPGjDz9JNxxG8PINJxN52ky	Sep 4
Secret key	sk_test_RAz9Kx...	Sep 4

Hide test key

### Restricted keys

For greater security, you can create restricted API keys that limit access and permissions for different areas of your account

NAME
No restricted keys

# STRIPE PRODUCTS (COINS & GEMS)

Go to Products section and click **+ Add product button**

## Product information

### Product details

Name ⓘ  
Coins

Description ⓘ Optional  
My game Coins

Image ⓘ Option  
Upload

Additional options ▾

## Price information

### Pricing details

Pricing model ⓘ  
Standard pricing

Price  
\$ 5.00 USD

Recurring One time

Additional options ▾

+ Add another price

How much one bundle cost

Once your done copy price ID

← PRODUCTS

Coins  
\$5.00 USD

Updated  
Sep 4, 2021

MRR ⓘ  
\$0.00

## Details

Name  
Coins

Description  
My game Coins

ID  
prod\_KANJbzbvaZQSD8

Created  
Sep 4

Statement descriptor  
None

## Pricing

PRICE	API ID
\$5.00 USD	price_1JW2ZJGyosQA0o

## Metadata

No metadata

Paste product details in **.env** file

For Coins:

```
RE_COINS_PRICE_ID=price_id_from_stripe  
RE_COINS_BUNDLE_PRICE=5.00  
RE_COINS_BUNDLE_SIZE=1000
```

or for Gems:

```
RE_GEMS_PRICE_ID=price_id_from_stripe  
RE_GEMS_BUNDLE_PRICE=5.00  
RE_GEMS_BUNDLE_SIZE=1000
```



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# Licence, Support & Extras

## LICENCE

To use Stripe payments or use another payment operator you need to buy an extended license, for non-commercial use you can use a standard license. (read more: <https://help.market.envato.com/hc/en-us/articles/115005593363-Do-I-need-a-Regular-License-or-an-Extended-License->)

## SUPPORT

This game is developed by [CodeTool](#) team and if you need any support, please contact us.

## GAME ASSETS

ReBattle includes 10 avatars, 40 craft assets, 35 wearable assets + 150 wearable color variations  
In total 235 game assets can be used in-game.  
ReBattle official game artist is [Timur](#).