ReBattle v1.0.0 documentation

4 September 2021

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)

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.
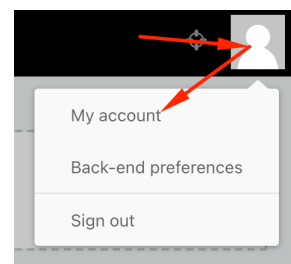
CMS (BASE) CONFIGURATION

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.

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):


```
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=
```

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:

```php
// 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 devide by 8 (row size)
'sell_slots' => env("RE_SELL_SLOT", 40),

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

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***

STRIPE PIRVATE 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*

STRIPE PRODUCTS (COINS & GEMS)

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

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

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.