 **Alcatraz 1.6.4**
Alcatraz is a unique prison role playing game. Survive until execution in any way you can!

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Overview

Updates (5)

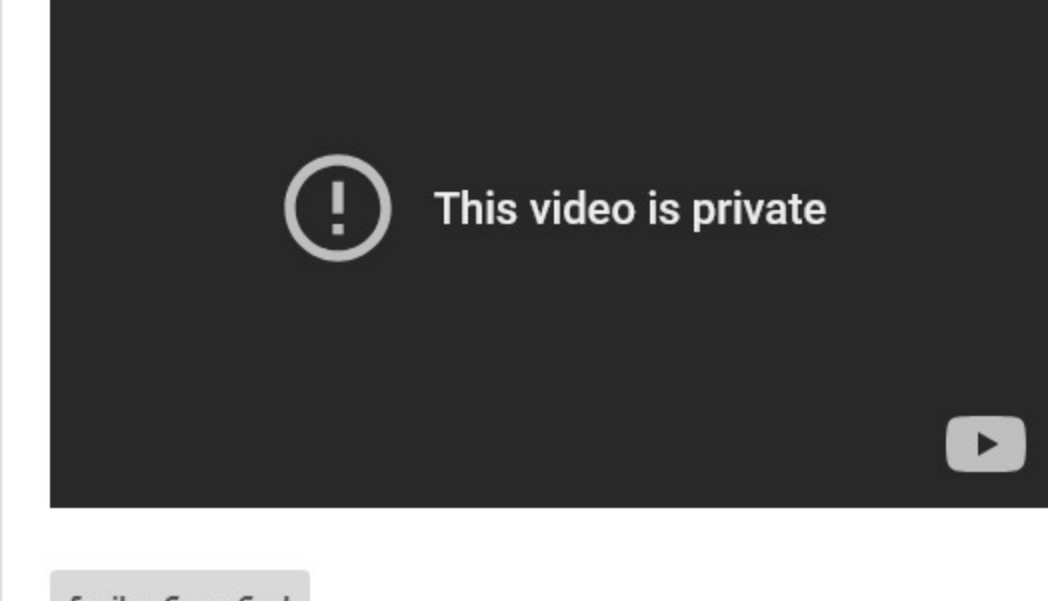
Reviews (3)

Version History

Discussion

Tested Minecraft Versions: 1.7, 1.8, 1.9, 1.10, 1.11, 1.12

Alcatraz
Alcatraz is a unique prison role playing plugin which provides an exciting and authentic prison experience on your server. Unlike other prison plugins which are boring and repetitive, Alcatraz includes new challenges and activities for inmates to keep them busy. Perhaps one of the most interesting aspects of Alcatraz is the countdown, inmates have a configurable amount of time in prison before they're executed. Inmates have a variety of other goals and challenges to overcome in order to survive in prison. Alcatraz provides things like combat, looting, raids, mining, lock picking and many other new prison features. You can check out the sections below for detailed information on all of the features Alcatraz has to offer:



Spoiler: Game Goal

Alcatraz Game Goal
The goal of Alcatraz is to survive as you would in a real prison. You have to keep your busy, being able to support yourself by the money in your account. In Alcatraz, you're always on death row. You're given a configurable amount of minutes until you're executed. The goal is to remain alive in prison for as long as possible, purchasing more minutes until execution. If you're not executed for time running out, you can be executed for accumulating too many strikes or by other players. You have to take care of yourself, kill or be killed.

Spoiler: Inmate Stats

Inmate Stats
Alcatraz inmates have a variety of stats that effect their gameplay.

- Minutes Left**
 - When a player joins an Alcatraz prison, they are given a configurable amount of minutes left. These minutes count down for every minute of active gameplay within the Alcatraz prison. When these minutes hit 0, the inmate is executed and ejected from the prison. Game over. One of the many goals of Alcatraz is to remain alive in prison for as long as possible, and as such additional minutes can be purchased in game
- Minutes In**
 - Minutes In simply shows the inmate how long they've been playing in their Alcatraz prison
- Kills**
 - The number of kills an inmate has effects their interaction with other objects in the game. A configurable amount of kills can be required in order for an inmate to be able to interact with objects within prison. (i.e. Open chests, doors, mine)
- Strikes**
 - Strikes are awarded by the prison "Warden" (the game is an autonomous warden) for a variety of reasons (i.e. having contraband in inventories, caught looting). If an inmate reaches a configurable amount of kills, they are executed and ejected from the prison. Game over!
- Money**
 - The amount of money an inmate has gives them the ability to purchase goods (i.e. more minutes until execution or strike removal). A configurable amount of money is given when an inmate first enters the prison. Inmates can gain money buy selling mining yields or other activities
 - Economy Integration - Alcatraz optionally uses Vault to hook into your economy and automatically deposit all player money into their prison bank account. This can be configured in the config file. When a player leaves Alcatraz, all of their money minus the configurable starting money is deposited back into their economy bank account. This is a unique advantage to allow players to raise funds outside the game in order to enjoy more perks.

Spoiler: Cells

Cells
Alcatraz prisons have cells that are assigned an inmate when they join. The number of players a prison can handle is the number of available cells. If there are no more available cells in your prison, no more players will be able to join the prison. Alcatraz prisons can support an unlimited number of cells.

Cells can have an unlimited number of Cell Signs, which show the current cell number, the associated inmate (if any) and the number of inmate kills. The signs are automatically updated every few seconds. Cell Signs are option, but are recommended.

How you choose to setup the cell is up to you! It can be nothing more than an empty room. We recommend having a cell sign on the outside and inside of the cell identifying the cell and its inmate. A bed is always nice. A chest is recommended so an inmate can store their belongings, but this chest is **not** protected by Alcatraz. Nobody is safe in prison, therefore we chose not to include protected chests.

Spoiler: Signs

Cell Signs
Cell signs are signs placed outside/inside in the cell which displays information about the assigned inmate and their online status. We recommend adding one sign on the outside and inside of each cell, as well as creating a wall of cell signs a main area of your prison so other inmates can see other players.

Inmate Signs
Alcatraz can utilize [InSignsPlus](#) in order to provide unique signs for each player, showing different values depending on which player is looking at the sign. No special setup is required, just have InSignsPlus installed on your server.

Creating the signs is easy! When entering text onto a sign, you can place the various placeholders below onto the signs. When the sign has been completed, it will be recognized and updated by InSignsPlus. Include the curly braces {} on your signs.

- {player}** - Inmate name
- {alcCell}** - Inmate cell number
- {alcMoney}** - Inmate money
- {alcKills}** - Inmate kills
- {alcStrikes}** - Inmate strikes
- {alcMinIn}** - How long inmate has been in prison
- {alcMinLeft}** - How long inmate has until execution
- {alcCostMin}** - Cost for additional minutes until execution
- {alcCostStrike}** - Cost for 1 strike removal
- {alcOnline}** - Number of inmates online

Action Signs
Action signs are specialized signs placed throughout prisons which enable inmates to perform specialized actions. These signs are typically well hidden or hard to reach due to their powerful nature.

Loot Signs, when clicked, which attempt to randomly select another inmate to loot. If successful, the inventory of the looted inmate will appear on screen for the looter to access. If the loot fails, the looter can receive strikes automatically from the AI warden.

Raid Signs, when clicked, will teleport all inmates back to the prison spawn and search through all inventories for contraband. If items such as shanks or lock picks are found, they will be removed and strikes will be given to the owner.

Spoiler: Chests

There are three types of chests within Alcatraz that enhance the game play experience:

- Food Chest** - Automatically regenerated chests with food for inmates to ensure they don't starve. Randomly, other items that can be crafted into contraband will be placed into these chests.
- Random Chest** - Automatically regenerated chests that are filled with random items which can be used for combat or crafting
- Reward Chest** - Automatically regenerated chests that are filled with highly sought after items, such as shanks, lock picks and poisons.

For more information on chests and how to add chests to your prison, see the [Alcatraz wiki](#)

Spoiler: Inmate Activities

- Living**
 - The main goal of Alcatraz is to survive as long as you can. This includes surviving combat from other inmates and ensuring you're not executed due to too many strikes or time running out
- Killing**
 - Inmates are required to accumulate a configurable number of kills in order to interact with items.
 - When an inmate kills another inmate, instead of the killed dropping their inventory, the killer is presented with the inventory GUI of the killed. The killer can do with the killer's inventory as they wish.
- Mining**
 - Inmates can mine pre-defined mining blocks. Inmates can sell the blocks in order to accumulate money in their account.
- Lock Picking**
 - Inmates can find or craft lock picks in order to access restricted doors. The lock picks work on iron doors only. Lock picks have a random change of success or failure. Regardless of the outcome, 1 lock pick is removed from the inmates inventory during each attempt. If successful, the door will open 3 seconds before closing again
- Looting**
 - Looting signs can be found by inmates. If there are other inmates online, there's a random chance of looting success. Upon success, the other inmates inventory is opened and the looter can loot items as they wish. There is a grace period between looting. There is also a chance that the warden can catch an inmate looting, for which they'll be given a strike.
- Crafting**
 - Alcatraz provides custom prison crafting recipes. Inmates can craft and deconstruct certain items in order to create prison items. See Custom Crafting section for more information

Spoiler: Prison Functions

Prison Functions

- Food**
 - Food chests are chests that automatically regenerate with food for inmates and sometimes with a random prison item. When food chests are regenerated, a message is sent to all inmates letting them know of meal time.
 - Food chests must be added via command and selection. See Commands section
- Chests**
 - There are other chest types (reward / random) which are automatically regenerated. Regenerations are silent and no inmates are notified. For more information about these types of chests, see Chests section
- Raids**
 - When clicked, raid signs activate a prison-wide raid which searches inmate inventories for contraband. If contraband is located, inmates are given strikes accordingly. Raids can only occur every so often and have a grace period in between.
 - We recommend hiding one raid sign within your prison so it's difficult to find. Raids too often are annoying
- Mining**
 - Mining is an activity that can be offered to inmates in order to sell yields for money. Breaking blocks in prison are restricted to those for mining. After a configurable amount of blocks have been mined, Alcatraz will automatically begin to regenerate the mined blocks a few ticks apart. Mining is restricted to the following blocks:
 - Dirt
 - Cobblestone
 - Leaves
 - Stone
 - Diamond Ore
 - Gold Ore
 - Emerald Ore
 - Coal Ore
 - Lapis Ore
 - Redstone Ore
 - Obsidian
 - Iron Ore

Spoiler: Security

- Block Breaking**
 - Block breaking is disabled in Alcatraz except for mining blocks. See Prison Functions for more
- Interacting**
 - Interaction in Alcatraz prisons should not be blocked by another other plugin. This is required so that inmates can receive food and other items from Alcatraz chests. Alcatraz does restrict interaction with items (i.e. Doors) until a configurable amount of kills have been reached
- PVP**
 - PVP is restricted to special prison items, like the prison shank. Inmates can only hit other inmates with prison shanks.
- Commands**
 - Unless a player has Alcatraz administrator permissions, Alcatraz will block all commands in game that are not Alcatraz commands.

Spoiler: Multi Language

As of v1.4, Alcatraz integrates with the plugin [LanguageAPI](#) to provide server owners the ability to translate Alcatraz messages to their preferred language. The LanguageAPI plugin will detect the language set for each player according to their Essentials language preference, meaning that Alcatraz can be translated into multiple different languages on the same server.

Note: If you want to use translations, you will need to download and install the [LanguageAPI plugin](#) on your server. LanguageAPI does not translate the languages for you, it allows YOU to translate the language on your own.

How does it work?
In /Plugins/Alcatraz/Languages will be the language file for all Alcatraz messages. The file will continue to add more of the Alcatraz messages as they are used in game. You can download a copy of the complete english language file below. Once you've translated the file to your liking, you'll want to save it to the folder with the correct language code (i.e. English is "eng"). Once the translation file has been saved and the player's locale set in Essentials, Alcatraz will begin using the translated file.

For detailed instructions on translation, please see the [LanguageAPI page](#)

Spoiler: Crafting Recipes

Alcatraz Crafting Recipes
A unique feature of Alcatraz is the ability for players to deconstruct and craft custom prison items in game. These prison items have special properties within Alcatraz, such as shanking other players and picking locks. See the [Crafting Recipes](#) page for more information

Plugin Information
For a detailed setup guide, commands, permissions, crafting recipes and other detailed plugin information, please visit the [Alcatraz GitHub Wiki](#)

Spoiler: Dependencies

Plugin Integrations / Dependencies
From allowing inmates to use their vault balance from outside of the game, to displaying unique signs depending on which player is looking at them, Alcatraz integrates with several popular plugins to enhance the prison experience. For more information on which plugins Alcatraz works with, please see the [Plugin Dependencies](#) page for more information

Spoiler: Upcoming Features

Have a suggestion? Leave it in the comments and I'll add it!

Spoiler: Support

For detailed plugin information, please visit the [GitHub Wiki](#) and if you're in need of support, please open an issue on [GitHub](#)

Spoiler: Open Source

Alcatraz has been made an open source plugin to encourage collaborative development of the plugin. If you'd like to contribute to [Alcatraz](#), check out the GitHub page


runningmister likes this.

Recent Updates


1.6.4 Jun 15, 2017
1.6.3 - Spigot 1.12 Jun 14, 2017
1.6.2 - Vroom Vroom Aug 18, 2016

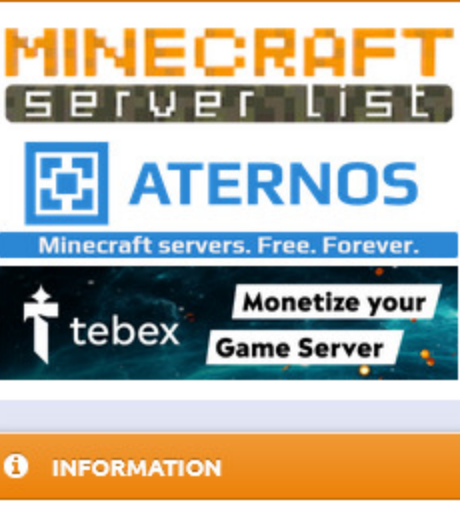
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Recent Reviews





 **Billyhorler** ★★★★★ Version: 1.6.4
Amazing work please add a way for people to get keys and can get out of certain doors with a key and escape jail , also maybe add a warden role for staff ??
Aug 18, 2018

 **Lertu** ★★★★★ Version: 1.6.1
AMAZING Keep going :D Waiting for updates .
Aug 5, 2016

 **zimbabwebh** ★★★★★ Version: 1.5
No errors and very easy setup. Really unique plugin and not boring like the other prison plugins. Really adds some meaning to "Prison"
Aug 3, 2016



SPONSORS



INFORMATION

Author: AustinPilz

Total Downloads: 689

First Release: Aug 3, 2016

Last Update: Jun 15, 2017

Category: Fun

All-Time Rating: ★★★★★ 3 ratings

Find more info at [github.com](#)...

VERSION 1.6.4

Released: Jun 15, 2017

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