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Spigot

MazeHunt 1.5

MazeHunt is a maze role playing game with a unique combat twist

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70.2 KB jar

Overview

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Version History

Discussion

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GRRRRilla_Ninja said: ↑

Could you also more options for the winner? Items, money, or commands.

AustinPilz

That's a really interesting thought. I'll work on making it so you can configure x number of commands to be executed upon winning

AustinPilz, Jan 4, 2016

#21

Also, make sure players are in Survival mode when they join, and teleport to previous location after game is over. Please 😊

And I get the "Developer has joined" message whenever I join the server?

GRRRRilla_Ninja

GRRRRilla_Ninja, Jan 5, 2016 Last edited: Jan 5, 2016

#22

GRRRRilla_Ninja said: ↑

Also, make sure players are in Survival mode when they join, and teleport to previous location after game is over. Please 😊

And I get the "Developer has joined" message whenever I join the server?

anemul

You can turn that off in config .

anemul, Jan 5, 2016

#23

✓ Agree x 1

Sounds cool, but i will test it^^

TaggedOfficial

TaggedOfficial, Jan 5, 2016

#24

GRRRRilla_Ninja said: ↑

Also, make sure players are in Survival mode when they join, and teleport to previous location after game is over. Please 😊

And I get the "Developer has joined" message whenever I join the server?

AustinPilz

I have no idea why you'd get that message unless I was joining your server... like the other user replied, turn it off in the config file and then reload the plugin / server

AustinPilz, Jan 5, 2016

#25

TaggedOfficial said: ↑

Sounds cool, but i will test it^^

AustinPilz

Correct! Thanks for helping out

AustinPilz, Jan 5, 2016

#26

Great plugin. Only problem is it's not very optimized. Please see this timings report <http://timings.aikar.co/?url=14955061>

MasterGabeMOD

MasterGabeMOD, Feb 7, 2016 Last edited: Feb 7, 2016

#27

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