



How SandFall Works

History

Source

Behind The Scenes

Game Wait

- If there is not a current game in session, and no players are waiting, the waiting countdown will begin when a player enters SandFalll
- The waiting period time can be configured in the global.yml file
- During the waiting period, players who wish to play SandFall can join the game
- Once the waiting period ends, the game will automatically begin. Players are not able to join the game once it has started until it has ended

Inventory

- When a player enters SandFall, their inventory is automatically stored in the plugins memory to be restored when the game is over.
- The inventory is stored in the event the plugin is reloaded, however it will **not** store inventories in the event of a complete server shutdown / reload. If you must reload, issue the command `/sandfalladmin end` to end the current game, returning inventories to their respective players

Protection

- There is no need to protect the arena from players. When they enter the arena through `/sandfall play`, they are not able to break any blocks. They are also unable to ignite the wood until the game begins

Arena Reset

- The arena will automatically reset itself on server startup/reload as well as the command `/sandfalladmin reset`
- You must have the arena created for this to work

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Facts

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