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INTERNET ARCHIVE
WayBackMachine

1 capture
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How Saw Works

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How Saw Works

General Goal

Automation

- Saw uses queues to make saw completely self maintaining. When a user wants to play & a game is currently in session, they are automatically added to the wait queue. When one game ends, another automatically begins.
- If no game is currently in session & and a user types /saw play, they will be placed into the game and it will automatically begin

Security & Fairness

In Game

- Saw implements a battery of security features to ensure gameplay is fair for all users. Saw will protect against cheat commands, teleporting & hacking to the best of it's ability

Teleportation

- While not yet implemented, I will shortly implement teleportation protection will prevent users while teleporting (other than to checkpoints & end point) while playing Saw. Currently only command protection from teleportation is enabled

Command Protection

- While playing Saw, users are prohibited from any and all commands other than /saw. This is to ensure they are unable to teleport users in or out, or use other plugins to cheat.
- Players with saw admin permissions are permitted to use commands normally
- When a player begins or leaves their game of saw, measures are in place to prevent them from typing /back to return to the arena.

Blocks

- There is currently no built-in protection for blocks in Saw. I use iZone to create a protected zone, while allowing interaction for users to use checkpoint signs

Setting

- Any settings (diamonds, lives, time, etc) changed by an admin during gameplay will not take effect until the next game begins. This applies to wether or not an admin changes settings directly from the plugin, or from within the database.

Facts

Date created
Dec 09, 2013

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Author

austinpilz

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