

Banner

Description

Saw is an adventure game manager for your server, designed around the popular movie maze "Saw". The plugin allows you to set a starting and ending point to your maze, adventure, whatever. When a player starts the game, they will be automatically teleported to the start point to begin the game. The user is shown their remaining time, lives & checkpoints throughout the game. If the user crosses your defined "win point" they are automatically awarded a prize into their inventory. Saw only permits one player to play the game at a time, while placing others who wish to play in a waiting queue. After one player finishes, the next automatically starts the game. Saw takes the hassle out of having to be online to send users to the game, and ensuring they complete the game without cheating.

Features

General

- Manages game, with a start point & win point. The user is automatically sent to the start point at the beginning of the game, and will win and be teleported out if they reach the end point
- Deaths are limited to the number you set, which is by default 3, and will automatically teleport the user to their last checkpoint upon death. If the user has not set a checkpoint and dies, they will be sent back to the start point of the game. If a user uses all of their lives, they are automatically teleported out of the game, informed that they loss, and the next game begins.
- Checkpoints can be set by command, or via sign, and allow a user to go back to a checkpoint in the event they get stuck or die. Checkpoints are limited, and are by default three. The number of checkpoints displayed on the user's scoreboard is not how many are permitted to be set, but rather how many times they are allowed to be teleported back to these checkpoints. Returning back to a checkpoint automatically after death, or by command will both count against their checkpoint allowance.
- Since game is usually in high demand, users who wish to play the game while a game is already in session are placed into a waiting queue. A scoreboard appears on their screens with how many people are waiting to play.

Protection

- Ability to prevent block breaking during the game
- Ban / Unban players from playing. This is great if people constantly abuse the game
- Command protection that disabled all commands other than Saw's to prevent cheating
- Coming Soon Teleportation protection. Prevent players from cheating by teleportation

Admin Features

- Users with admin permissions can end the current game, which essentially kicks the person currently playing from Saw. The next game will automatically start as usual
- Commands to get current game information & stats, as well as plugin maintenance like reloading config & etc.

Requirements

- Saw requires a database to store it's information. By default, it stores it's data to a local file but also supports full MySQL connection. Saw will not start up if there are database connection errors

Plugin & Gameplay

- How Saw Works
- Commands
- Permissions
- Setup
- Game Play
- Game Management

Things To Know

- Saw implements a battery of security features in order to ensure game fairness
- Saw by default stores it's data in a built in SQLite database. It does, however, have the option to store it directly in your MySQL database
- Since Saw is in it's early stages, Saw will notify you for each new update. This is to ensure you have the latest features and bug updates.
- Saw implements an update checker and metrics reporting - [More Info](#)

In Action

- To come play around with Saw to get a feel for the user experience, join [play.plzbro.com](#)

Development Updates

- For updates, or just to say hi, follow me on [Twitter](#).

Stats



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Date created
Dec 06, 2013

Category

Last update
Jul 13, 2015

Development stage
Release

Language

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Curse link
[Saw](#)

Downloads
751

Recent files

- R: 2.0 for 1.8 Jul 13, 2015
- R: 1.9 for 1.7.2 Feb 05, 2014
- R: 1.8 for 1.7.2 Jan 31, 2014
- R: 1.7 for 1.7.2 Jan 26, 2014
- R: 1.6 for 1.7.2 Jan 22, 2014

Authors

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Manager, Author

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7 comments

jacob_vejvoda
Dec 19, 2013 at 13:40 - 0 likes

While I was in-game I typed /saw quit and it said that I am no longer in line to play. But I was already in-game, it didn't take me out of the game.

Also when I stated the game it said there were stats on the side of the screen, but none showed up for me.

BTW: When I get to the win point nothing happens.

Related ticket: [#1](#)

Last edited Dec 19, 2013 by [jacob_vejvoda](#)



austinpilz
Dec 14, 2013 at 20:00 - 0 likes

@jacob_vejvoda:

This feature has been implemented and will be available in 1.2 which will be available in the next week

- Austin Pilz

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jacob_vejvoda
Dec 14, 2013 at 18:00 - 0 likes

Just make it so while you are "in-game" when you brake blocks it stops the event.

austinpilz
Dec 14, 2013 at 15:00 - 0 likes

@jacob_vejvoda:

Unfortunately no it does not. I recommend using iZone protection since it gives you a lot of customization. However, I do plan to implement block protection in the plugin look for it in the next release!

jacob_vejvoda
Dec 14, 2013 at 14:51 - 0 likes

Dose this regenerate anything? (like block players broke while in the maze)

austinpilz
Dec 14, 2013 at 10:57 - 0 likes

@geigenmusikant:

Hey, thank you so much! I am so glad you're enjoying it. I'm sorry I didn't think of the in game commands to show checkpoints & such! I wrote down all of your recommendations and are working on them now! This was the very first release, so I was just excited to get it out for people to use. What server are you using it on, I'd love to come take a look!

Thank you so much for your feedback, -Austin

geigenmusikant
Dec 14, 2013 at 10:40 - 0 likes

Everything works like a charm! There are just some minor suggestions that are not listed in the planned features:

- In-game command help page that shows, how to set checkpoints and how to get back. Currently only shows how to leave the game.
- Also, when no checkpoint is set, it would be good, if the player was sent back to the starting point. When I play and die, I just get teleported right to the place where I died (a lava pit)
- Configurable potion effects when game starts
- Maybe you could add seconds to the scoreboard when the timer is below 10 or 1 minute
- Multiple arenas. If players try to join, just send them to an empty, available arena or put them in the queue
- Custom messages would be awesome (maybe even implement the [LanguageAPI](#))
- Maybe add a page with recommended "saw"-maps ;)

Other than that I think this plugin is really awesome! Keep up the good work!

7 comments