

DoubleJump Programming Assignment

Create a plugin which does the following:

- Sends the player a message when they join the server.
- Support two messages, one for the first time joining the server, and one for every other time.
- Must support color codes.
- Must be defined in the config file so that it can be changed later.
- Stops all players from breaking a block. Instead, replace the block with another.
- Must be defined in the config file so that it can be changed later.

The plugin should support the following commands:

<plugin_name> reload

- Reload the configuration file from disk and update the values in the plugin

<plugin_name> block <block>

- Change the block which broken blocks are turned into.
- Must be valid block
- Save changes to disk

<plugin_name> join <msg>

- Change the message sent when a player joins
- Save changes to disk

<plugin_name> firstjoin <msg>

- Change the message sent when a player joins for the first time.
- Save changes to disk

Commands should be protected with the following permissions:

- <plugin_name>.reload
- <plugin_name>.block
- <plugin_name>.join
- <plugin_name>.firstjoin

The Bukkit API has a lot of useful functions, please use them.

Helpful Resources:

- http://wiki.bukkit.org/Plugin_Tutorial
- <https://www.spigotmc.org/wiki/spigot-maven/>
- <https://hub.spigotmc.org/javadocs/spigot/>