



Crypid Clan

Developer Documentation for Crypid Clan

Overview

All plugins will be made for the minecraft version 1.17.1. Players are able to explore the land for loot, treasures, rare sightings, and timed opportunities. There will be gear components which are obtainable through various events to craft into weapons. Each weapon will have an ability.

When a player attempts to purchase something from a server/playershop, they need to pay using WRLD, using this [API](#) to request money from their linked blockchain wallet. Once it is paid, the player will receive the item or whatever they purchased.

Timed Opportunities

Overview

Timed Opportunities will be an event similar to a supply drop/care package. There will be a chest that falls from the sky and lands in a spot with the beacon beam lighting up. There will be randomly generated loot inside the chest from the configuration.

Setup Mechanics

The event will be on a schedule where the client will be able to set specific times when the event will occur. The client will be able to set up locations for potential spawn locations of the chest. It will pick a random one when the event occurs. There will be different countdown messages which will be configurable. There will be a configurable reward list where the client will be able to fully customize the rewards including giving it the ability to run a command, display name, item, amount, lore, etc. Also, they can change the % chance of that item spawning in the chest so some items will be more rare than other items. When the event starts, it should pop up on the player's screen and in chat with the location of the chest.

Admin Commands

When a command is run, it should display multiple options. To force start, end, view when the next event is, and set spawn location. Each command should have its own separate permission to assign to a group or player.

Rare Sights

Overview

There will be 2 types of mobs. Cryptids and Dark Cryptids(Mobs). Cryptids will be more rare creatures that aren't hostile until provoked. Each Cryptid will have a specific behavior, move, and quirk set. Dark Cryptids will be more common and travel in packs. They'll attack without being provoked. These mobs should not enter or attack users who are in a SafeZone. Each Cryptid will need to have the ability to assign a model to it.

Setup Mechanics

Each Cryptid will be coded since each one has a different behavior, move and quirk set. Each Cryptid will be explained down below. To set up the spawn locations for the Cryptids the client will need to determine what the name of the Cryptid is that they're setting, and how often it should respawn. The mobs will wander around the map so it shouldn't really stick in the same place as long as it isn't entering any safezones. The client will run a command to set the spawn location and it'll save the coordinates which the player is standing on as the spawn location in a data file. Each mob will have a configurable hologram, drop reward, damage output, and health. There should be a configuration option for the radius when the Dark Cryptid locks onto a player and starts attacking them. There should be configurable messages for when a player kills a certain type of Cryptid that announces it in chat.

Admin Commands

When a command is run, it should display multiple options. To force spawn, killall, view when the next spawn is, and set spawn location. Each command should have its own separate permission to assign to a group or player.

Cryptid Information

Chupacabra

Behavior Overview: Chupacabra are entirely uninterested in players, and won't react unless attacked. Their sole focus is on hunting goats, and can be found roaming looking for prey. Goats can be added in as simple animals that may provide basic crafting materials to justify their existence. They will defend themselves if attacked, however. They have little defense, but are very fast and deal high damage.

Behavior Mechanics: The Chupacabra will not lock on players until attacked. The Chupacabra will have configurable attack speed, damage output, health, and customizable drops with different %. The goats will also be spawned similar to how the Cryptid spawning process is. The client will run a command to save a location and customize how often they respawn. They should wander around and players can also kill the goats. There should also be a section to customize the drop for the goat. The goats will have configurable health, damage output, speed, and attack speed.

Moves:

Drain Life: A Chupacabra will deal a melee attack, absorbing the life energy of a victim and healing itself.

What this should do is attack the player after being attacked, and however much damage it has done to the player, it should heal the equivalent in health. This attack should have a configurable delay <which is the attack speed> and this will be the main attack.

Pounce: A leaping attack that quickly moves the Chupacabra onto its opponent, and can knock down/stun.

This attack should teleport the Chupacabra and 'stun' the player, which will temporarily disable all movements and attack movements. This should happen based on a % chance of it happening after every interaction of the 'drain life' move.

Quirk:

If a player has recently harvested a goat for its crafting materials, or made something using those materials, they become viewed as a goat by the Chupacabra. The creature will hunt and stalk any players who have recently interacted with goats for a period of time until the scent wears off.

All that needs to be done for this is if a goat has been killed by a player under a configurable amount of time, the Chupacabra will attack the player whether or not they have been provoked by the player. After the configurable amount of time has passed, the player will not be attacked.

Sasquatch

Behavior Overview: Sasquatch are elusive and rare. They are not hostile, and will attempt to avoid players if confronted. If forced into a fight, they are very strong in both melee offense and defense, but won't fight unless provoked multiple times.

Behavior Mechanics: The Sasquatch will not lock on players until attacked. The Chupacabra will have configurable attack speed, damage output, speed, health, and customizable drops with different %s.

Moves:

Giant Slam: An Area of Effect slam into the ground, dealing moderate damage to all enemies.

A simple aura attack where it'll have an effect attacking the ground near a player and attack all the ones in a radius. The radius should be configurable and the damage should be configurable. This should have a % chance of occurring per interaction and a configurable delay.

Mighty Punch: A single target punch that knocks players far away.

An attack whose damage is determined by the configurable value for the Sasquatch. There should be a configurable value to determine the actual setback in terms of minecraft knockback level. This should have a % chance of occurring per interaction and a configurable delay.

Pass Without Trace: Can go nearly invisible when walking in trees.

The way this will work is the client will be able to add certain blocks to a list so that when the mob is nearby they appear invisible. They should still keep the invisible potion effect particles so they are still viewable just barely. Their body should still light up when hit.

Quirk

If the player follows a Sasquatch, it might lead them to rare items or hidden secrets. But if you attack or get too close, the Sasquatch will stop its trail.

The way this will be done is there will be a configurable radius that will trigger the 'begin path' for the Sasquatch where once a player enters this radius, after a certain time has passed, the Sasquatch should drop items that are set in a configurable list. The list should support giving abilities and a minimum/maximum amount of drops. There will also be a configurable value for the radius that if a player enters, the Sasquatch will end its path and no longer drop anything after the time has passed. There will be no cooldown for this quirk.

Yeti

Behavior Overview: The Yeti is similar to Bigfoot, but far more aggressive. It has a wide territory it inhabits and roams, and is extremely hostile to anyone within it. Players can move safely through the territory only by avoiding it, but its movements are unpredictable as it patrols its whole zone. It is very quick, and very tough both offensively and defensively.

Behavior Mechanics: The Yeti will lock on players when they enter his radius. The Yeti will have configurable attack speed, damage output, speed, health, and

customizable drops with different %. The radius where they'll lock on players will be configurable.

Moves:

Howl: The Yeti howls, which briefly paralyzes the players. It can use this move from a very long way away, and is usually the first sign that the Yeti is close.

This attack will temporarily disable all movements and attack movements. This should happen when a player first enters the radius of the Yeti to let them know the Yeti is nearby. There should be a cooldown for when this happens again and a configurable length for the 'paralyze'.

Slam: The Yeti will deal high damage to a single target, and attempt to knock them off of cliffs.

This attack will have a damage multiplier that is based on the original damage multiplier and knock enemies back a certain knockback level which will be determined in a configuration file. There should be a configurable % of this attack happening so it isn't spammed.

Ice Ball: The Yeti will pull up a chunk of ice and hurl it towards players, dealing AoE damage and slowing them.

This attack will be the Yeti 'throwing' a projectile which will throw like a snowball. It will have a model which will be set in the configuration and when thrown it should attack people within a configurable radius of where it lands. It should also apply a slowness effect. The slowness level and length of the effect should be configurable. There should be a configurable % of this attack happening so it isn't spammed.

Quirk

The Yeti gets distracted by food so if a player were to drop food on the ground it would distract the Yeti from attacking them. The amount of time the distraction lasts should have a configurable value.

Lochness

Behavior Overview: Nessie is a rare creature that only inhabits a single area on the island, a large lake in the center. Players can see her from a distance away, as she occasionally makes a brief appearance with her head emerging. She guards something at the bottom of her lake, and becomes aggressive should any player attempt to reach it. She is a very powerful creature, both in terms of damage and durability. Acts as an “end game” boss.

Behavior Mechanics: The Lochness will have configurable attack speed, damage output, speed, health, and customizable drops with different %. The radius where they'll lock on players will be configurable. As it's goal is to guard a specific area, she shouldn't do much movement and once a player enters her radius which is set via configuration, she'll get aggressive.

Moves:

Streamlined: Nessie moves extremely quickly under the water, and will speed towards a player with battering ram speeds.

This attack will apply a temporary speed multiplier that rushes the mob to the player when both are under water. It will do damage which will have a configurable value. The speed multiplier should also have a configurable value that determines how fast the mob moves but at the end they will be right in front of the player.

Grappling Bite: Nessie can bite players who attempt to swim in her loch, and drag them as they are held in her jaws.

For this attack, the player will latch onto the mob and spin around to give the 'bite and drag' effect. It should do the damage that is set in the original damage multiplier.

Crashing Wave: If players disturb her and try to run, she can splash water onto the shore to attempt to drag them back in towards her.

After a player attacks her, it'll be hard to leave her radius. The player should be randomly slowly attracted to the monster, only when the player is in water. The slowness level should be configurable which will pull the player to the monster and probability would be configurable.

Quirks

Nessie will allow passage through her waters at a very specific time, that is kept hidden from players. They will be able to find this out as a community through trial and error. Players who die in her waters can add any lost treasure/items to the loot pool she is guarding, creating a stacking "Jackpot" that the player who gets there will acquire.

The client will have the ability to set a configurable amount of time that is randomly selected throughout the day where the Lochness won't draw in the enemy at all. Players who die will have their loot transported to the drop rewards when the Lochness dies and when it does die, the player will get all the loot and have its drop rewards reset to what it was originally set to in the configuration.

Dark Cryptid Information isn't finished yet by client

Cryptid Gear

Overview

The Cryptid Gear will be different types of weapons used to enhance the PVP and PVE. There will be over 30 types of weapons that all require specific crafting recipes using gear components. Gear components and weapons will be tradable within the playershops. This feature will be extremely configurable and the client will be able to set up all types of gear components through configuration.

Gear Components

There will be a configuration file for Gear Components where the client will have the ability to create and design as many as they wish. Each one will have a specific name to define it. The lore, display name, display item, etc should all be configurable. There should be a command to give these such as `/gearcomponent give <name> <amount>`.

Weapons

There will be a configuration file for Weapons where the client will have the ability to create and design as many as they wish. Each one will have a specific name to define it. The lore, display name, display item, enchantments, etc should all be configurable. The weapons will need to be assigned gear components. For each weapon, the client will be able to add the gear components required for the crafting. Each weapon should also have a configurable damage multiplier, particle effect, and ability. For particle effects, the client should be able to choose any minecraft particle effect that will be applied to the ability. For the ability, it will be customizable where the client will be able to set certain ones or multiples to a weapon. The abilities will be very basic things as explained below but the whole idea is they look cool and do damage. The particles will be applied to each ability.

Abilities

Abilities should be activated when right-clicking a weapon. There should be a configurable cooldown for each ability. The abilities used for the weapons will be the following:

- Launch: Knocks back all mobs / players in a configurable radius and configurable amount of blocks when activated.
- Aura: Attack multiple mobs or players at once when activated.
- Speed: Get a speed boost applied (level and length should be configurable) when activated.
- Strength: Get a strength boost applied (level and length should be configurable) when activated.
- Springs: Get a jump boost applied (level and length should be configurable) when activated.
- Slice: Do double damage for a short period of time (damage and length configurable)
- Explosion: Explode nearby mobs or players (configurable damage output) when activated.
- Flame: Set nearby mobs or players on fire (length and damage configurable)
- Lightning: Attack nearby mobs or players with lightning bolts (configurable damage output) when activated.

Bounty System / Scumbag Points

Overview

Bounties will automatically apply to players that get certain killstreaks. If a player has gotten a certain amount of kills without dying, they'll be given a bounty. Their name above their head should display as red and it will announce in chat. There should be WRLD coin integration where the client can choose to give the player who kills the bountied player WRLD token or a normal reward.

Setup Mechanics

The client should be able to set up multiple killstreak goals and the bounty reward once killed. If a player gets an even higher number of kills their bounty will naturally increase. The chat message should be configurable that is announced when a player gets a bounty on their head. There will be a command such as `/bounty` that will open a GUI. This GUI should list all the players with bounties on them. They should rank in terms of highest to lowest in terms of the actual bounty and display their player heads.

Playershops

Overview

Players will have the ability to purchase or rent out a playershop. This will cost WRLD token. The owner of the playershop can put up items to request to purchase or sell items themselves. Each transaction should have a fee that is paid to the server. There should be an enable and disable toggle for each item. There will also be a limit on the amount of items that can be listed at once. The actual items in the listings will cost WRLD token.

Setup Mechanics

Playershops will be handled through a GUI. Players will be able to run a command that will open a player's playershop, if they have one. For instance, /playershop view <name>. This will display all the listings with the price in the lore. For the setup process, the player will type /playershop setup, and it'll open a GUI where they can select the gear components, weapons, and any other items on the server for the buying section and for the selling section they'll be able to drag and drop the items from their inventory. After that, they'll be prompted with a sign asking for the price of WRLD token that they are either offering or requesting. After that, the item will be listed. There should be a configurable amount of items in the list. There should also be a configurable fee that is paid to the server with each transaction. The player can also view their own playershop and middle-click items to enable/disable them, which will be displayed on the lore. To remove an item, they can right-click the listing and there will also be a confirmation sub GUI that pops up right after. If a player has rented a GUI, their GUI should still exist so they can take out items and such it's just that players can't purchase/sell items. The client should have full control of assigning the rented playershops either through a command or a permission.

Villas / Personal Homes

Overview

Players can purchase Villas which will serve as plots. The plots can be set up by administrators and sold for WRLD token. There are management options for the owners and can permit other players to build/break access. They'll be able to customize their plot however they wish.

Setup Mechanics

To set up the plots, the client will need to select an area with WorldGuard, run a command to define it and it will be marked as a plot. The client will be able to repeat this process as many times as possible. Ideally the plots will all be the same size so there will be a GUI where they can just purchase a random plot. There will be a configurable amount of WRLD token cost for a plot.

Villa Manager

There will be a plot manager where the owner can control the plot's settings like permitting other users to build/break, removing this access, banning players from stepping foot to your plot, teleporting to the plot, locking it so no players without special access can walk around the plot, and setting a spawn location. Each should have a configurable button in a GUI for designing purposes.