

ODailyQuests



- Objectifs

- Proposer un plugin open-source et gratuit à une communauté demandante
- Développer mes compétences personnelles en POO et en support
- Apprendre la manipulation d'APIs, des fichiers et des bases de données en Java

- Bénéfices

- Gain d'expérience, défi personnel
- Approfondissement de mes compétences dans de nombreux domaines
- Découverte d'outils techniques

Total Downloads: 1,955
First Release: Mar 27, 2022
Last Update: Aug 16, 2022
Category: Spigot
All-Time Rating: ★★★★★
18 ratings

Find more info at ardwenplugins.gitbook.io...

VERSION 1.3.6-BETA

```
=====
quests.
=====
to reset progressions
change this mode.
ity_mode: 1

Items that will be displayed
between the values on the placeholders.
ex: 6d9h24m
temporality_initials:
days: "d"
hours: "h"
minutes: "m"
few_seconds: "Few seconds"

# Global Reward
# Will be given when the player has completed all their daily quests.
# The syntax is the same as for quest rewards.
global_reward:
enabled: true
reward_type: COMMAND
commands:
- "/eco give %player% 5000"

If a player has two quests of the same type and with the same item/entity,
choose if they should progress simultaneously
if the first should be completed before the second progresses.
normalised_progression: false

Title that will be displayed when a player completes a quest.
duration: 20 ticks is equal to one second.
placeholders: %player%, %QuestName%

Default number of ticks for the title to fade in.
default number of ticks for the title to stay.
default number of ticks for the title to fade out.
%QuestName% the quest %QuestName% &al" # i
```

For a complete example, you can take a look at the quest number 4 just below.

Custom Model Data

For quest items, you can specify a custom model data. To do this, simply add the `custom_model_data` attribute to your quest configuration. For example:

```
1:
  name: "&tagic stick"
  menu_item: STICK
  custom_model_data: 1
  description:
    - "Abîmet a magic stick."
    - "Abîmet in Ac5005ab."
  quest_type: GET
  required_item: STICK
  required_amount: 1
  rewards:
    reward_type: MONEY
    amount: 500
```

Multiple requirements

Since version 2.0, it is possible to assign multiple items/entities to a same quest. The list will count towards the quest's progress. However, it is not possible to specify a attribute in the list.

To add multiple items/entities to a quest, the syntax is as follows:

```
required_item:
- COAL_ORE
- GOLD_ORE
- ...
```