Equipment System (Conquest)

General

The equipment system differentiates between 3 main categories: Melee, Ranged and Armor.

Each player starts with only a default melee weapon. Players can then upgrade and specialize their equipment using the equipment shops.

Upgrading

Equipment can be upgraded at the equipment shops. In most cases, they are located in the castle, the attacker spawn and the villages. Upgrading works like this:

- At the beginning, you can choose one of multiple weapons/armors in each category.
- If you have chosen a specifig weapon/armor, you can upgrade it, which increases the stats of this weapon/armor.
- At certain levels you have to specialize the equipment instead of simply upgrading it. This works in a similar way to deciding on a weapon/armor previously.

Downgrading

Involuntary

- If you die, your current equipment will fall back to the previous equipment level.
- However, there are safe levels from which you will not be downgraded further if you die.
- If you got killed by a enemy who has better equipment than you, you will not be downgraded directly. In this case, you will be downgraded the `otherEquipmentLevel - yourEquipmentLevel`-th time you die from this player.

Voluntary

- You cannot switch the weapons/armors or their specializations once you have selected them.
- If you are really sure that you have chosen the wrong equipment, you can buy an equipment reset at the equipment shop. This will reset the selected equipment category to the default level. then you can re-choose your weapon/armor again.

Get Equipment Info

You can always hover over the item with your mouse to get detailed information about it. This section shows you what the values mean.

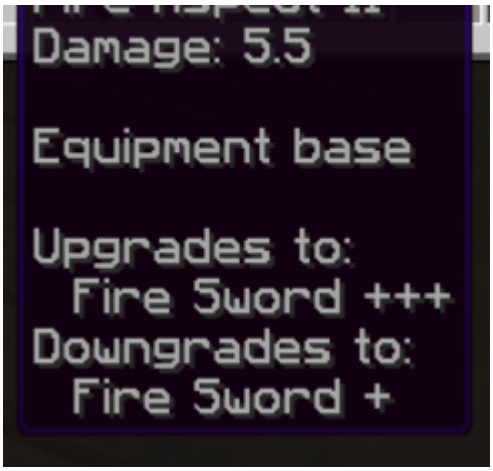
Equipment Category

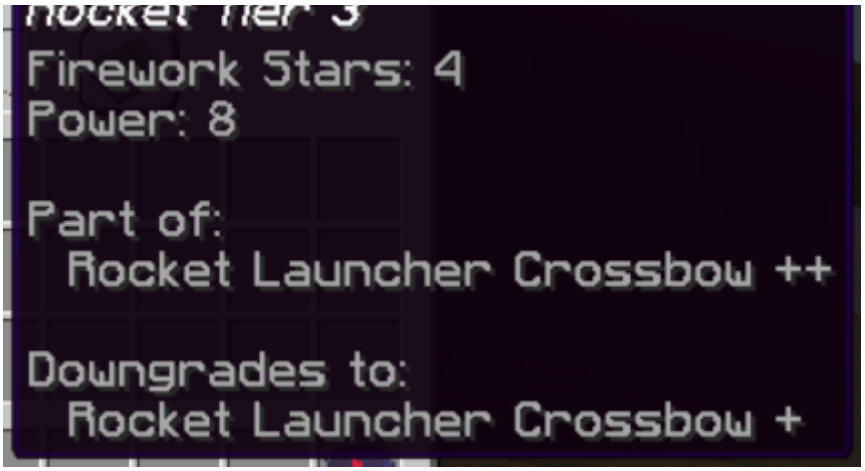
- **Upgrades to:** Shows the next possible equipment levels you can upgrade your equipment to. If not shown, you have already reached the maximum level in this category.
- **Downgrades to:** Shows the equipment level your equipment downgrades to when you die. If not shown, you are on a safe level.
- **Equipment base / Part of:** Some Items come with other items you need to use them. They are then "part of" another item. "Equipment base" means that the item is not part of any item. For example, the Rocket Launcher Crossbow is the base of the Rocket Tier 3.

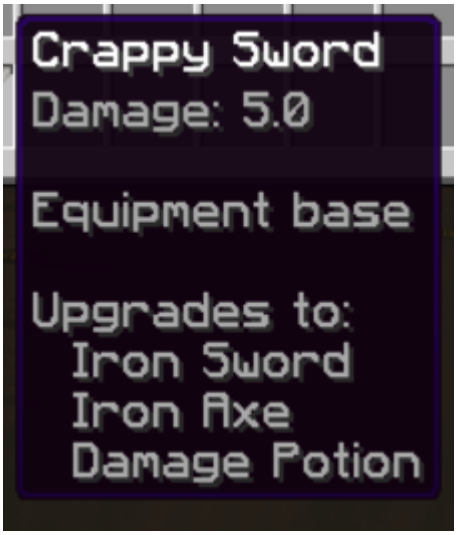
Weapon/Armor Stats

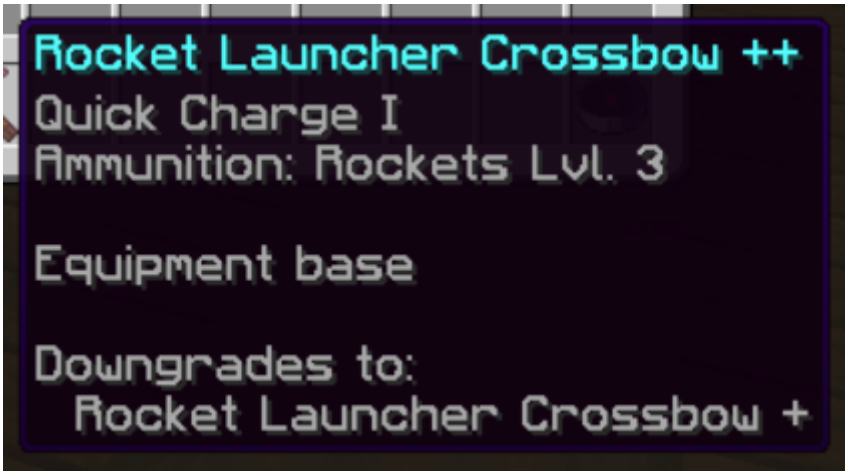
- **Damage:** Attack Damage
- **Speed:** Attack Speed which is responsible for the attack Cooldown (if not shown: default)
- **Armor:** Armor points
- **Toughness:** Armor toughness
- **Protection:** Level of the protection enchantment
- **Other enchantments:** Shown like in vanilla

Examples





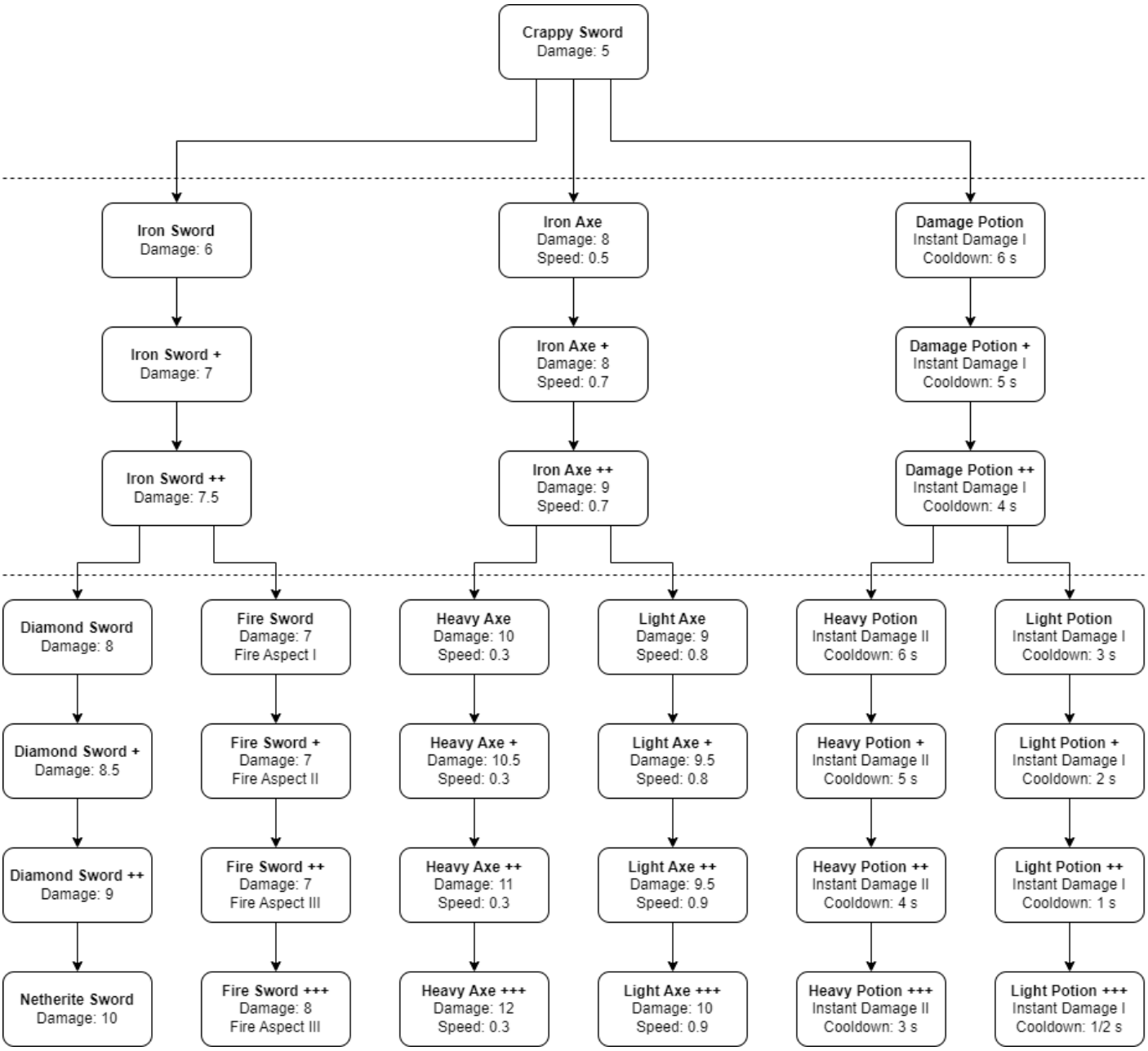




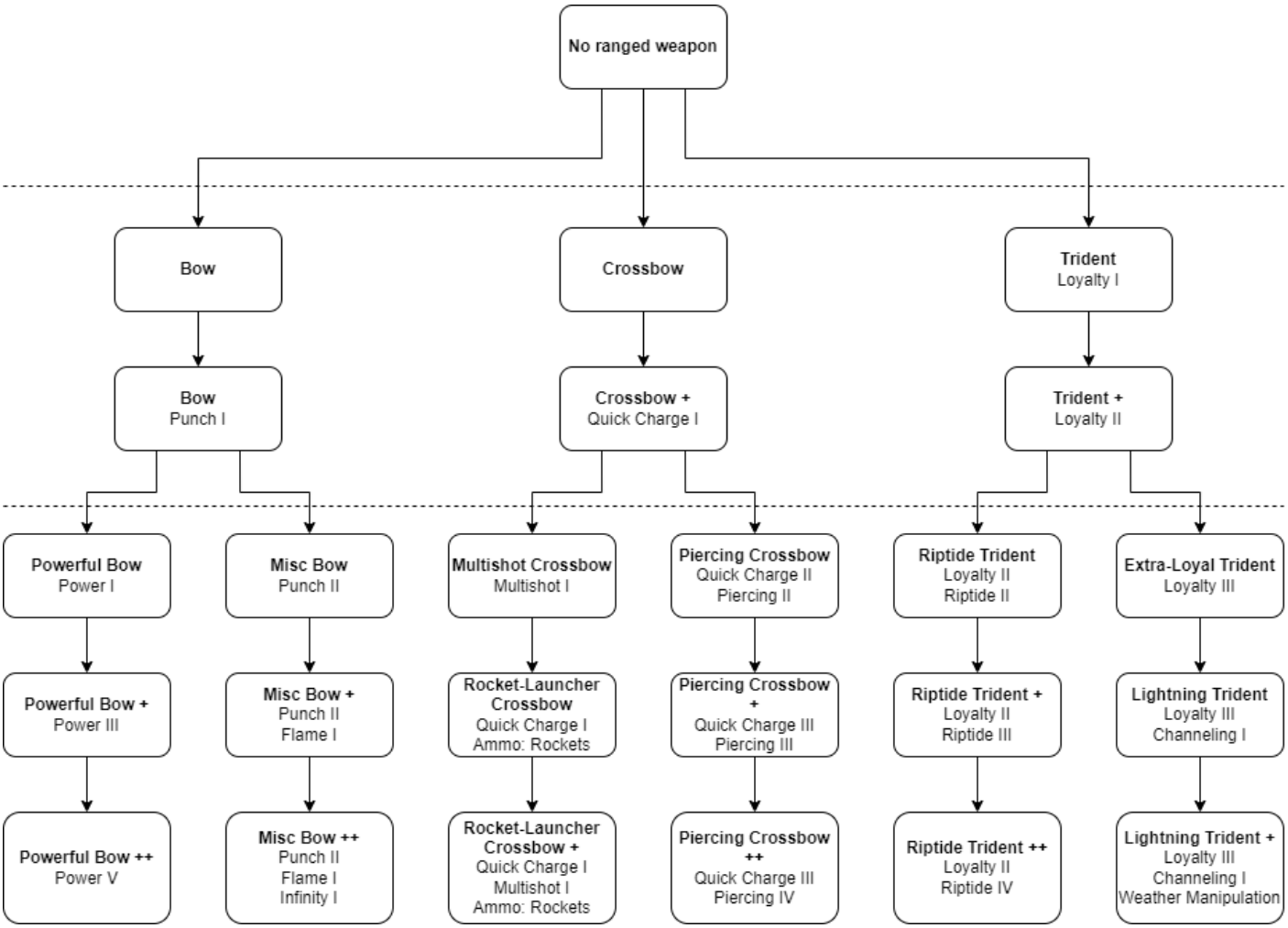
Categories

Here you can see the upgrade maps of the categories. The dashed line shows the safe levels.

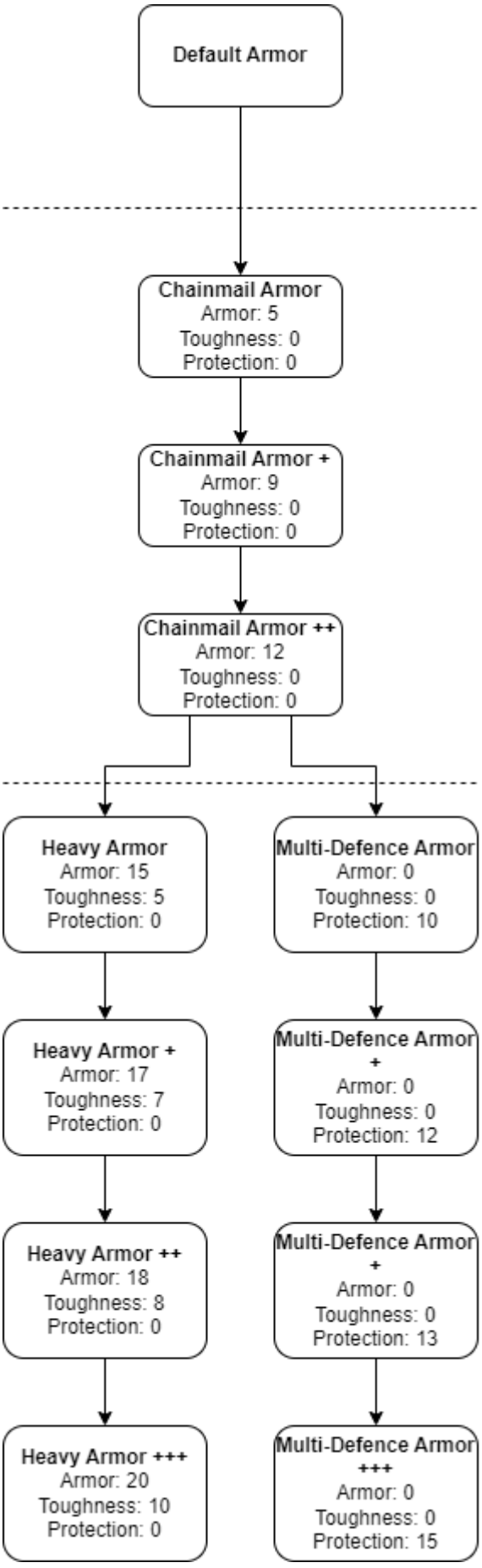
Melee


Crappy Sword
Damage: 5
Iron Sword
Damage: 6
Iron Axe
Damage: 8
Speed: 0.5
Damage Potion
Instant Damage I
Cooldown: 6 s
Iron Sword +
Damage: 7
Iron Axe +
Damage: 8
Speed: 0.7
Damage Potion +
Instant Damage I
Cooldown: 5 s
Iron Sword ++
Damage: 7.5
Iron Axe ++
Damage: 9
Speed: 0.7
Damage Potion ++
Instant Damage I
Cooldown: 4 s
Diamond Sword
Damage: 8
Fire Sword
Damage: 7
Fire Aspect I
Heavy Axe
Damage: 10
Speed: 0.3
Light Axe
Damage: 9
Speed: 0.8
Heavy Potion
Instant Damage II
Cooldown: 6 s
Light Potion
Instant Damage I
Cooldown: 3 s
Diamond Sword +
Damage: 8.5
Fire Sword +
Damage: 7
Fire Aspect II
Heavy Axe +
Damage: 10.5
Speed: 0.3
Light Axe +
Damage: 9.5
Speed: 0.8
Heavy Potion +
Instant Damage II
Cooldown: 5 s
Light Potion +
Instant Damage I
Cooldown: 2 s
Diamond Sword ++
Damage: 9
Fire Sword ++
Damage: 7
Fire Aspect III
Heavy Axe ++
Damage: 11
Speed: 0.3
Light Axe ++
Damage: 9.5
Speed: 0.9
Heavy Potion ++
Instant Damage II
Cooldown: 4 s
Light Potion ++
Instant Damage I
Cooldown: 1 s
Netherite Sword
Damage: 10
Fire Sword +++
Damage: 8
Fire Aspect III
Heavy Axe +++
Damage: 12
Speed: 0.3
Light Axe +++
Damage: 10
Speed: 0.9
Heavy Potion +++
Instant Damage II
Cooldown: 3 s
Light Potion +++
Instant Damage I
Cooldown: 1/2 s

Ranged


No ranged weapon
Bow
Crossbow
Trident
Loyalty I
Bow
Punch I
Crossbow +
Quick Charge I
Trident +
Loyalty II
Powerful Bow
Power I
Misc Bow
Punch II
Multishot Crossbow
Multishot I
Piercing Crossbow
Quick Charge II
Piercing II
Riptide Trident
Loyalty II
Riptide II
Extra-Loyal Trident
Loyalty III
Powerful Bow +
Power III
Misc Bow +
Punch II
Flame I
Rocket-Launcher Crossbow
Quick Charge I
Ammo: Rockets
Piercing Crossbow +
Quick Charge III
Piercing III
Riptide Trident +
Loyalty II
Riptide III
Lightning Trident
Loyalty III
Channeling I
Powerful Bow ++
Power V
Misc Bow ++
Punch II
Flame I
Infinity I
Rocket-Launcher Crossbow +
Quick Charge I
Multishot I
Ammo: Rockets
Piercing Crossbow ++
Quick Charge III
Piercing IV
Riptide Trident ++
Loyalty II
Riptide IV
Lightning Trident +
Loyalty III
Channeling I
Weather Manipulation

Armor


Default Armor
Chainmail Armor
Armor: 5
Toughness: 0
Protection: 0
Chainmail Armor +
Armor: 9
Toughness: 0
Protection: 0
Chainmail Armor ++
Armor: 12
Toughness: 0
Protection: 0
Heavy Armor
Armor: 15
Toughness: 5
Protection: 0
Multi-Defence Armor
Armor: 0
Toughness: 0
Protection: 10
Heavy Armor +
Armor: 17
Toughness: 7
Protection: 0
Multi-Defence Armor +
Armor: 0
Toughness: 0
Protection: 12
Heavy Armor ++
Armor: 18
Toughness: 8
Protection: 0
Multi-Defence Armor +
Armor: 0
Toughness: 0
Protection: 13
Heavy Armor +++
Armor: 20
Toughness: 10
Protection: 0
Multi-Defence Armor +++
Armor: 0
Toughness: 0
Protection: 15

Developer Info

Management command

The player equipment can be managed using the `/cc2 game players specificvalue` command.

Usage

`/cc2 game players specificvalue <player: (UUID|String)> equipment [<category: String> [<id: Integer>]]`

Examples

- Get all equipments: `/cc2 game players specificvalue <player> equipment`
- Get a specific equipment: `/cc2 game players specificvalue <player> equipment <category>`
- Set a specific equipment: `/cc2 game players specificvalue <player> equipment <category> <id>`

Responsibilities

The `ConquestEquipmentSystem` handles the equipment. `ConquestEquipmentData` stores information about one equipment level and contains `ConquestEquipmentItem`s that represents the items of that equipment. The `ConquestDeathListener` is also part of the equipment system (downgrading players). The `ConquestEquipmentGUI` is responsible for the equipment shop.

Revision #4
Created 19 March 2025 19:35:36 by jandie1505
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