

Shop style

Posted by Tunes - 11 Jul 2011 14:58

Well folks, I think this is almost on its way of making it public, so, one final question!

Global server owned shops where you can convert extra resources for money to buy land and other surprises?

Advantages - No fuss to players to setup a shop, shop always buys your garbage, available globally via commands (not to many, just /shop)

Neutral - prices float

Disadvantages - IDK 🤔

Localized player owned shop

Advantages - Players control the market prices

Disadvantages - Player shop may refuse buying all the extra garbage (dirt, cobble)

Personal opinion, global shops are easier and are a lot simple to maintain.

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Re: Shop style

Posted by FroggyFace - 13 Jul 2011 11:48

Tunes wrote:

Will so make another mod avail so players can have their own store

I'm making a spawn castle, it will have some way to loosely equip new players and once they get out, they cannot ever come in.

This castle will have several shops owned by me and several notices on behaviour, tips'n'stuff, I though about going far away with the spawn, but that does nor make any sense and would disperse players.

Also nearby, there could be a trading town ready for player shops, what do you think?

The server (not me) owned store will have some rare items at abusive prices to give chance to player shops.

I'll come back here with news about the shop mod.

sounds great!

if you need help tell me, i can do what you tell me to 🤖

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Re: Shop style

Posted by VooDoo - 13 Jul 2011 16:28

Tunes wrote:

Also nearby, there could be a trading town ready for player shops, what do you think?

Can I help build this 🤖
? idk why I wanna help but the trading town has gotta look cool XD

I think that there should be designated trading zones where people cannot fight but can only trade etc.

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Re: Shop style

Posted by Gimp - 13 Jul 2011 16:30

i like the no fight in trade area thing, always think someones jst gonna kill me an take my stuff when trading 🤔

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Re: Shop style

Posted by FroggyFace - 13 Jul 2011 16:37

Gimp wrote:

i like the no fight in trade area thing, always think someones jst gonna kill me an take my stuff when trading 🤔



Re: Shop style

Posted by Tunes - 14 Jul 2011 00:06

LULZ, well, I'm setting up a town a bit SE fro the current spawn, its a bit far away.

However I'll setup trails with torches, but anyway, it will be the newcomers spawn point and its now safe area, no pvp and no sssssssssssssssssssssssssssss 🤔

More on that soon!

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