MINEPLEX NEWSLETTER

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NEW WEBSITE BETA LAUNCH!

BY: SSNIP

If you've been active on the Mineplex forums recently, you might have seen some noticeable changes to our website. After a long time in the works, Mineplex is proud to launch the new XenForo website into the public beta! With this launch, plenty of new features have been released such as individual statistics, leaderboards, and groups. The website has also been optimized for mobile users, and users can now freely link their Bedrock accounts.

Along with the new release, long-awaited leaderboards have now been added. Through the leaderboards page, one may view the all time, daily, weekly, and monthly win leaderboards for multitudes of games. Keep in mind that these leaderboards are not final and that they are continually being worked on. In addition to the leaderboards, one may also view individual player stats that can be viewed by simply inputting a username. These stats include wins for each game, experience earned, games played, the number of friends a user has, and much more!

We've also implemented a brand new groups system! Players with Eternal can now create their very own groups on the website, which other players can join to discuss topics, schedule events, and more. This feature is not yet final and changes are said to be made within the upcoming future.

Our new website is still in beta, meaning there are still some bugs to be worked on and features to be perfected. If you have any suggestions or bug reports, you are free to post on the "Website Feedback" section of the forums.
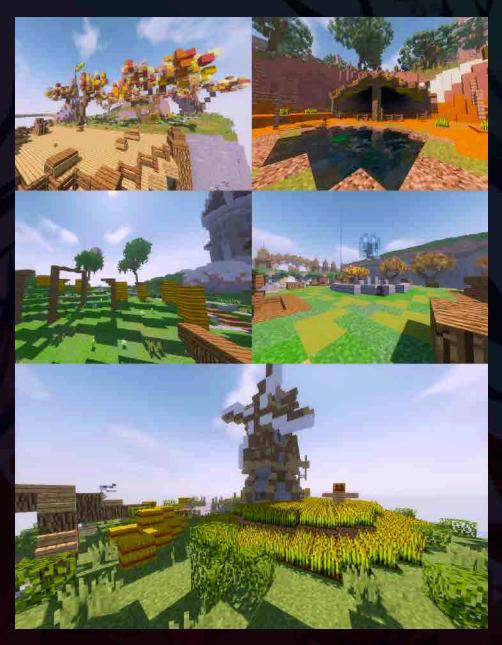
Want to join our new website? Head over to www.mineplex.com now and sign-up.

A full changelog of this release can be found at
https://mineplex.com/threads/new-website-updates.2295

20 WORD LABEL COMPETITION!

BY: ENUNCIATED

This month, the Newsletter is hosting a competition in which you need to use 20 labels to describe 3-5 images. Being that this is a new competition, the rules are quite simple! In order to participate, you simply describe 3-5 images with as much detail as you can, regardless of how funny, logical, weird, or serious the caption is. Three winners will be announced in next month's Newsletter. Think you're up for the challenges?

Please choose from the following images:

Submit your label here: https://goo.gl/WPwpP3

DEV HIRING PROCESS OVERVIEW!

BY: SPOILER

Mineplex is a feedback-growing community, with much of its overall influence coming from players and staff members alike. With a strongly growing user-feedback base, Mineplex, as of July 2017, has opened Developer applications to the community.

For a Developer to take their position, they must first choose which area of Mineplex they would like to work upon. As found on jobs.mineplex.com, there are currently three server-backend jobs that a developer may apply to:

Plugins: Used very frequently within the server's code, plugins are what allows the server to develop and expand. They are used for the running and processing of in-game commands, as well as side features such as cosmetics and in-game currency!

Backend: Mainly working on "behind-the-scenes" tasks, backend developers work on the server's overall structure and stability. This can include lag fixes, fixing downtimes of the server while it is offline, or maintaining a stable server balance.

3D Resource Pack Modeler: Meant for the Bedrock edition of Mineplex, these developers are also apart of the Marketplace Team. They work on processing and rendering resource packs made for Mineplex, while giving them custom features and designs!

To apply for a Developer position, an experienced individual with a good knowledge of programming/coding can feel free to apply by sending an email to jobs@mineplex.com, including the following: the job they are hoping to apply for and previous examples of your work pertaining to the position.

Marketplace Team applicants, which include being a 3D Resource Pack Modeler, are advised to send their overall portfolios to t3hero@mineplex.com instead.

For more information about the developer recruitment process & requirements, please visit https://jobs.mineplex.com.

INTERVIEW WITH WANDERER!

BY: SPOILER

Curious to learn more about a developer's work & the recruiting process? We've recently taken the initiative of interviewing one of Mineplex's more recently recruited developers, who works on the website-end of things. Known as Wanderer_ in-game, he's a male student from Belgium that is also currently a part of Mineplex's staff team.

How difficult was it getting recruited onto the team?

Wanderer: Hm, it was mostly a matter of getting into the paid team at Mineplex and then seeing if the higher-ups needed any other work done. I was kind of in luck with there not being a main front-end web development person (anymore). I did some work behind the scenes for some unrelated-to-Mineplex projects and they eventually decided to put me on the new site. The first process of being hired for anything at all took quite a while and was a waiting game for a spot to open that I could fill (and that they'd want me to fill -- Artist in my case). Afterwards, stuff went pretty fast compared to before!

How did you start learning development?

Wanderer: GoogleTM: https://www.w3schools.com https://stackoverflow.com

What has been your biggest challenge faced after becoming a developer?

Wanderer: Well, as far as I go, this is my first time working within proper deadlines on anything! Changing from the "do work whenever" schedule to specific deadlines is quite a big change which I'm only just starting to grow accustomed to.

What have you enjoyed the most about since joining the team?

Wanderer: Honestly, as with the Mod team, the people. Working here is fun just for the sake of the people you get to work with, if you disregard everything else. I haven't felt that way before about any other job, so that should say something. Otherwise, I'm glad to work on something I enjoy, as well as helping a community I've been a part of for four years. I especially like the satisfied responses with the experiences on the new website -- that's also pretty cool.

Would this experience be worth it for future applicants interested in applying?

Wanderer: If you have the experience for whatever development job we're currently hiring for, and are interested in trying it out, I would definitely recommend to just go for it. You'll be able to put it on your resume if you hang around for a while, you will get experience working in a proper team, and probably meet some cool people.

We appreciate Wanderer's time for answering our questions, and thank him for all the work he's done for the development of Mineplex and the staff team. For more information about the developer recruitment process & requirements, please visit https://jobs.mineplex.com.

NEW CMAS INTERVIEW!

BY: SPOILER

Since its release, Clans has played a huge role onto the overall experience of Mineplex's gameplay. Clans Management, the team currently in charge of operating Clans, is a Senior Moderator team that is assisted by CMA (Clans Management Assistant). More recently, Mineplex has acquired a new batch of assistants, and so we've taken the time to interview these new assistants to learn more about what goes behind the scenes and how they get involved!

As a clans management assistant, what are your duties?
Chron: As a CMA, one duty of ours is to do the Clans SR's (staff reports) which other staff submit to have blacklists applied to players. We're also constantly keeping the Clans community updated on the current state of Clans. Whether it's a bug or just server down-time, usually a CMA is the one in the lobbies answering the questions from concerned Clans players. But in general, we're just dedicated Moderators who will spend a majority of their time to dedicate and maintain Clans.
GrandpaNguyen: For the most part, it's just the same as moderating Clans normally. I dedicate more of my time watching over Clans. Actually, a lot of players wonder why I never play. It's because, like Gwen, I'm always watching haha. Some started calling me GrandpaGwen xD. But yeah every time I get on a Clans server, I go and check everyone's skill sets and then systematically pop in to see how each player is doing.
Arianna: Well, this is pretty basic, the main job of a CMA is just to moderate Clans servers. Usually these are normal mods who play a lot of clans, and as a result, have extra perms to further help with moderation in Clans. We're also expected to help with some behind the scenes Clans work, but overall the job of a CMA is to moderate Clans as a whole.

What has been your favorite thing to do on the team since joining?
Chron: Ever since I had gotten CMA I have always loved being able to dedicate more time to Clans itself and aiding the community from a better role. While before I was CMA I was always free to help the community I wasn't ever able to help them as much as I can now with CMA. Being called on to a server and banning multiple cheaters who have been ruining the gameplay for a certain Clans server has always been a favorite.
GrandpaNguyen: Being able to work with the CM team honestly. Since I've joined, I've been able to reach mepman9 and Speedz more easily and learned a lot about them. I found out that I can speak to Speedz in my native language.
Adrianna: Simply just love moderating, always have and always will. It's become a lot easier since joining the team, just the interaction with all of CM is a lot of fun overall.

NEW CMAS INTERVIEW!

BY: SPOILER

What have you struggled with most during your time as CMA, and how do you plan on improving if possible?

Chron: I constantly get messages on Discord about certain players throughout the Clans servers and a huge problem I struggle with is trying to accept every players request on a Clans cheater but only to have the reported player log-off, leaving a frustrated player upset because I wasn't as quick to respond. To improve on this I am trying my best to better manage how many reports I take at once, and sending some of them to other staff members who are free and willing to help.

GrandpaNguyen: Oof I'd have to say focusing because (at least in my opinion) Clans is a mash up of Lobby-1's chat with a never ending game of DOM or CTF. We are told to focus on watching a player and so when I am watching a player, I sometimes completely forget to check the chat. But labymod is a nifty thing to use since it has a chat filter. I can have it watch out for certain words or phrases. It really helps. However, some words I have to watch out for. And so I've been periodically checking the chat.

Adrianna: Honestly, haven't struggled much. If anything it's become a lot easier to moderate for me, having access to the resources needed and whatnot unlike before.

What's your most cherished moment during this season of Clans?

Chron: It would definitely have to be watching chat blow up after getting a large cheater clan disbanded after quite a few days of spectating.

GrandpaNguyen: Getting to know a lot of the CMA staff members. Some of them I consider my brothers like Chron and Busjack5. Hell before we got on the team, Busjack and I made a pact that we'd get on the team together and be in sort of a batch haha.

Adrianna: Honestly, I love building bases. Hands down my favorite part of Clans, just a way you're able to be creative and show off to everybody.

For those who don't know much about Clans, what's a good way to start learning about it?

Chron: If you don't have a good idea of how Clans runs I highly recommend playing either Domination or Capture the Flag because Clans is very similar to Champions' way of gaming. A majority of the Clans related tactics such as building moats, base defenses, and group fighting techniques are all easy to learn over time as well, and can too be learned from Champions. A bit of advice as well is to not give up after losing so much, you're supposed to rebuild every time you get knocked down, it's really the great fun of Clans

GrandpaNguyen: In my opinion, players should first familiarize themselves with the Champions skill sets. I'm actually putting together an entire Clans manual myself that would include not only the Champion kits but also besieging, how much each item cost in shops, and what's the best way to trade.

Adrianna: Well, If you're not familiar with Champions to begin with I don't suggest diving into Clans right off the bat. I suggest practicing in pub dominate games till you get a feel for what class you're comfortable with then moving onto any casual server, then progressing to hardcore from there. Think of clans as a never-ending game of dominate, just with a huge map and faction aspects mixed in.

LILY PAD BUILD SHOWCASE!

BY: GEOGRAPHIES

One thing that almost all community members can agree upon is how fun and creative the staff builds can be on the lilypad in the lobby. Whether it's one giant build or a smaller spontaneous creation, the lilypad can be a lot of fun for staff members to show off their creative sides, which is what this article is all about--showcasing these builds!

Built by hazeae24

Built by JollyGreenGamer

GUESS THE LOCATION!

BY: FLAWSOME

Do you know the best part of Mineplex's monthly newsletters? If you answered "Guess the Location," then give yourself a well-deserved pat on the back, because you are absolutely correct! The Newsletter Team is back at it again with another round of your favourite game: Guess the Location!

The rules are quite simple. The image shown below is a picture taken somewhere inside our lobby hub, and it is your job to find out where it is! Three lucky winners will be announced and awarded two Mythical Chests by next month's edition, so be sure to check out November's Newsletter to see if you have won!

Let's have a look at this month's picture, shall we?

Have a guess? Submit it here:
https://docs.google.com/forms/d/e/1FAIpQLSc-Qcxe9IgvArGWiQCvBwVtnfGObTzmfUtHx4E96Mu2XiW1SA/viewform

Last, but definitely not least, please join us in congratulating our correct guessers from last month's newsletter:

TeaSpiller
Nicodami
coopjc

CAPTION THE IMAGE!

BY: ENUNCIATED

Sit back and carve a pumpkin while you get your mind fired up as Caption the Image makes another appearance in the newsletter! Unsure what Caption the Image is, or just want to have a refresher? No worries! In this game, you simply look at an image and submit your most captivating and creative caption! All submissions are welcome, regardless of how hilarious, logic, serious, or random it is! Three captions will be chosen and featured in the next issue of the Newsletter.

Up for the challenge? Take a peek at the image below:

Have your caption? Submit the caption at: https://goo.gl/forms/nKGIH39n4TIIUZeC3

As for the winners, these 3 users created some amazing captions:
"Here we have a golden tree in its natural habitat..." - Crazzy_Tim
"They always say 'an apple a day keeps the doctor away' but they never specified which type of apple ;)" - TeaSpiller
"You know what they say, an apple a day keeps the doctors away! But wait....not that one...it's poisoned." - Oscaros_

PROMOTIONS/RESIGNATIONS
BY: HUSKIEALS

This month, we want to give a shout out to promoted and returning staff members as well as our thanks to those who have decided to resign.

Promotions:

Java Trainee
September 1 - Zipppo
September 9 - Maxxehh, SirDiabeto
September 15 - BuySomeApples, coopjc, Gamil, Gkinz
September 29 - Hyydro

Bedrock Trainee
September 29 - CodeAssault

Java Mod
September 1 - unpromised
September 8 - Acaulis, Baran
September 15 - SimplyBrandon
September 16 - WORLDcom
September 29 - BatTheFox, Musclehead

Bedrock Mod
September 8 - PandaFyre
September 22 - xxSkillzmasterz

Java Sr. Mod
September 8 - BastetTheSatann, Danielw231, D1A, Pxbbles (Quality Assurance)
September 23 - _H2O (Forum Ninja), Marzie (Event Squad)

Bedrock Sr. Mod
September 8 - Luigiiz (Quality Assurance)

Admin
September 2 - Toki (Staff Management)

Resignations:

September 2 - Nuclear_Poptart (Community Management)
September 6 - defectuoso
September 13 - OhThomasTree
September 15 - JustZerooo (Recruitment)
September 18 - xApolloJustice
September 18 - PenguinHi5 (Event Squad)
September 19 - SenpaiApp
September 22 - Rejudge
September 22 - Dacuments

NEWSLETTER STAFF BIOS

Tortelett: Hi I made the pdf this month. I never got why everyone is saying what their names are when it's going to be in orange to the left anyways.

SnowyKitty: Hey there! I'm SnowyKitty and most call me Snowy. I am a Java and Bedrock Sr. Moderator here on Mineplex and the manager of the Newsletter Program. I love to read and write fiction stories, from realistic to sci-fi! My favorite game is Draw My Thing, though I'll really play anything even though I'm not the best at PvP. If you see me somewhere, don't be afraid to shoot me a hello!

ssnip: Hey, I'm ssnip, and I'm a Community Manager here on Mineplex. I manage the Ideas Project, work as a member of the Feedback Team, host weekly events, and I'm a writer and editor for the newsletter!

TheGrandmaster: Hey! I'm the one and only grandmaster. I'm an Ex-Moderator, who was part of the staff team for over 15 months. I love to read and write, when I have the time, and (despite no longer being a moderator) I'm still happy to help anyone who needs it!

Emiliee: Hey, my name is Emilie! I'm a Mineplex Legend and a writer for the Newsletter. I'm also a previous Social Media Sr.Mod. Outside of Mineplex, I love to travel, create art, and go out with friends. I hope you enjoy this issue of the Newsletter!

Geographies: Helllllloooo there! I'm Geographies, but many people call me Geo or Isaac. I'm currently an ex-staff member that worked on many sub-teams, ranging from QAT to FM. I'm both a writer and an editor here at the Newsletter, and absolutely love it! Always feel free to say hello to me if we cross paths!

HuskieALS: Hey! I'm Huskie and am a Sr.Mod on Staff Management and Recruitment! I'm also also the MA and StM Documents Manager. In my free time I love watching ASMR and binge watching Netflix series. I'm usually hanging somewhere around the network, so feel free to poke me!

AvroVulcan: Hey! My name is AvroVulcan and I am currently a Mineplex Trainee, as well as a writer for the Newsletter! I've always enjoyed writing, and am lucky enough to be able to do it for something else I enjoy; Mineplex! Outside of Mineplex, I mainly just focus on school, as well as playing the guitar and other instruments!

NEWSLETTER STAFF BIOS

Enunciated: Hey! I'm Enunciated, a writer for the Newsletter. I'm currently a moderator who is on a variety of teams such as Newsletter. Outside of Mineplex, I enjoy biking, hanging out with friends, and swimming. I'm always up for meeting people and love playing games in my free time, so don't be afraid to say hello!

flawsome: Hi sisters, flawsome here, and welcome back to the Newsletter! I'm a proud writer for the Newsletter Program, and you may have even seen me around the forums doing Ideas work here and there. I absolutely love chatting about practically anything, so don't be afraid approach me if you ever see me around! Until the next one — bye, sisters!

Spoiler: Hi! I'm Spoiler, a writer and editor for Mineplex's newsletter program. Throughout my life, I've had a passion for linguistics & language learning, and in my free time I enjoy researching about it while browsing the internet. As a senior in high school, I'm also preparing to apply for college and hoping to achieve my dream school, BU.

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