MINEPLEX
NEWSLETTER

Clash Of The Cakes: Winter Edition,
A Look inside the Marketplace Team,
Community Council Showcase, and more.

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Have any feedback? We'd love to hear it. Share with us on our feedback form!

From the Editor

Happy April Fools! Whether somebody has pranked you already, or if you have a few tricks up your sleeve yourself, everyone is welcome to read the latest edition of the Newsletter! Though April Fools' Day may fall on a weekday this year, hopefully you all can take some time out of your busy lives to enjoy some silly practical jokes.

On a slightly more serious note, many of you may have noted that it has been a year since we last accepted new members to the team. I have received multiple messages about the team's schedule for opening applications and while I typically address these questions individually, I also realize that a year is perhaps slightly longer than many of you may have expected to wait! While applications will unfortunately not be opening this month, I wanted to take this space to ensure that everybody is aware of the fact that we look for new members on an as-needed basis. I would love to have everybody interested join the team, but sadly that is neither feasible nor necessary at this time. I do hope to open applications in the future to bring new ideas and thoughts to the team, but it is difficult to give a solid estimate as to when we might need to invite new members. Thank you all for your patience and feel free to chat with me if you have any further questions!

Of course, if you have any questions, thoughts, ideas, or anything in general about the Newsletter, please reach out to me via the forums or Discord! Otherwise, you can always submit comments or feedback on this edition through our official form or on the thread itself. I hope you enjoy the April edition of the Mineplex Newsletter!

- AGLThree, Newsletter Program Manager

A Look Inside the Marketplace Team
By 510bike

Looking for a job to showcase your creativity? The Mineplex Marketplace team has it all. The team is currently led by DeanTM, dutty, and Crumplex. Team members are responsible for producing maps, skins, and more, all of which are sold on the Minecraft Marketplace!

Mineplex is always on the look-out for creative people to join the Marketplace team. Unlike many teams at Mineplex where everyone is focused on the same task, Marketplace team members specialize in their own type of design. Marketplace team members are also paid employees that work for Mineplex.

Available positions include the following:

3D Modeler
Graphic Designer
Redstone Developer
Skin Artist

The designers are extremely creative when making products for the Marketplace. Skin packs come from a wide variety of themes including teen fashion, animals, and more. Builders, modelers, and developers put extensive effort into every map in order to create a fun adventure map that anybody can enjoy. Some of the most recent maps created include the Space Explorers map, where players can fly in their very own space shuttle and explore other planets. Another recent map is Legend of Atlantica, where players can dive deep into the ocean to explore different biomes and complete a scavenger hunt.

Marketplace work doesn't just stop at the Marketplace team. Advertising and marketing plays a critical role in ensuring the content sells. That's where the Social Media (SM) team comes in. SM is responsible for making creative and appealing descriptions for the content the Marketplace team produces. Along with that, while SM does not create the official keyarts for the skin packs, SM is responsible for

helping create keyarts for advertising maps and other Marketplace goods on the Mineplex Twitter.

I had the chance to talk with joshuart_, a Build Lead, Social Media team member, and Marketplace team member to hear about his experiences on the Marketplace team below. Let's take a look at what he has to say about it!

Why did you decide to join the Marketplace team?

joshuart_: "I decided to join the Marketplace team because I wanted to expand my reach when it came to building. There is so much that is possible within the marketplace and I found it to be an incredible opportunity to utilize my creativity to create some extraordinary things for our community. Also, my passion for building was great and I wanted to see what else I could do with it so once this opportunity arose, I knew I needed to leap on it. I was excited about this new experience because I knew I was going to learn so much not only about Bedrock, but how we can use different assets such as models, skins, and more to create something truly imaginative."

What is an average day like on the Marketplace team?

joshuart_: "For the Level Design aspect of the team, (this mainly depends on the project and timezone), dutty, intoxicating, and myself all meet up at a specific time each day and we continue working on a map or beginning the process of developing a new one. We work for several hours a day and sometimes get on later to complete certain aspects of the map before our projected deadline. It's a lot of work but it's very rewarding seeing the outcome and getting the chance to bond with both of the other Build Leads."

How does your work on SM relate to being a Marketplace team member?

joshuart_: "The work given to Social Media relates a lot to being a Marketplace team member. For example, once a map is completed, SM is tasked with creating the campaigns for the release. I am able to give insight as to what the map is like before the other members experience the map for themselves. It's fun seeing the teams from both perspectives because their work is similar but widely different, utilizing different platforms. It's fun integrating and establishing the feel

of the map during its creation and translating that into the campaign and respective tweets. When it comes to advertising about skin packs, it's also fun creating descriptions for them. Adding in key words to help fit the overall theme and feel of the skins really helps make it appealing. Both teams work seamlessly together and I'm honored that I am able to be a part of them both. "

What is your favorite part about being on the Marketplace team?

joshuart_: "My favorite thing about being on the Marketplace team would have to be being able to create things that push the boundaries of Minecraft. Many different aspects of a map can be created to make it truly one of a kind and something that no one has ever seen before. Being a part of such a creative community is another part that I admire about being on the team. Each day brings something new which makes this experience very enjoyable."

A huge thank you to joshuart_ for his responses!

Bedrock is a growing platform, and the Minecraft Marketplace is one of Mineplex's main forms of revenue. It's important that new content is consistently released on the Marketplace to appeal to Mineplex's consumers. Repetitive themes can get old, so that's why it's important that Marketplace team members remain creative in order to generate bright and innovative content.

I decided to talk with Crumplex, one of Mineplex's Marketplace team managers and Social Media team lead to see what's in store for future products that Mineplex will create for the Minecraft Marketplace, and to hear her thoughts on the current state of the team.

What are your thoughts on the current state of the Marketplace team?

Crumplex: "The marketplace team is doing great! We have a team of super talented artists and designers that produce awesome content. I am really proud of the hard work everyone does. It is exciting to see something you made in the official Minecraft store!"

How do you believe the Marketplace team can improve?

Crumplex: "Something I think we could improve on is map production. I manage skin artists so I don't deal with that side of things and can't speak much for it, but I personally would love to see us produce cool maps more often. They are a lot of work, and a ton of effort goes into building, programming, and creating models and other media for them. They are huge projects for sure, but are very impressive once they are done."

What future content do you hope to see the Marketplace team produce?

Crumplex: "I would love to start working with texture packs and behavior packs someday. Those are two things we have not tackled yet. Both require a lot of work but I feel like it would be really fun to do! One of the biggest hurdles with them is the idea itself, like coming up with a unique but minecraft-y enough texture pack, and then sticking to it. There are hundreds of textures you need to make that all follow that theme. Creating one would take a lot of planning for sure."

Thank you to Crumplex for taking the time to talk with me!

The Marketplace team is an innovative team filled with talented people. There is so much creativity that goes on within the team every single day and it plays a vital role in Mineplex's financial stability.

In the future, we can continue to see more creative content produced by Marketplace team members. Although it would prove to be a challenge, it would be exciting to see the Marketplace team branch out and create texture and behavior packs in addition to their current work. If you think you have the skills to be part of this wonderful team, head over to the Jobs Section of the Mineplex website to apply!

Clash of the Cakes: Winter Edition

By jacvb

In the year since the last tournament hosted by Mineplex, excitement and anticipation have built up for the next one. For that reason, Mineplex collaborated with the Cake Wars Competitive League (CWCL) and the Competitive League Network (CLN) to bring back Clash of the Cakes!

With over 40 teams and almost 400 people participating, the tournament brought a lot of community members together to compete against each other. The games started with the group stage, where teams had to win two out of three matches, each against a different team. Those that were victorious moved on to the elimination round, where each team played against another team in a best-of-three match, with the winning team moving on and the losing team being eliminated. As the tournament continues, you can keep track of who moves on and who goes home [here](#)!

But what does one win if they come in the top three teams? Some sweet prizes are in stock for those talented teams. First, second, and third place will all get rank upgrades for everyone on their roster, loads of gems, shards, amplifier(s), and chests. First place alone will get an exclusive "Tournament Winner" cosmetic set, as well as special roles in the CWCL and CLN Discords. First place also receives a special forum announcement, though second and third place will receive an honorable mention there, too.

What does it take to play in the tournament? I took the time to sit down with hotbev of team Beverages to discuss their strategies and understanding of the game.

What motivated you to join and participate in the tournament?

hotbev: "I heard about it from the Mineplex mod firefox54. He assumed that we were going to enter because he knew that we played a lot of Cake Wars but I had never heard about it. I texted coldbev and asked if we should enter, mainly as a joke. We just gathered our other friends that play Cake Wars to

just spend more time together and we ended up getting a lot closer to each other. We joined this tournament as a joke and it turned out to be a wonderful experience for us."

What strategies have your team used to advance as far as you have so far?

hotbev: "When first entering we had absolutely zero game sense. Luckily, 1Gem offered to help us learn the new play style and we ended up learning a lot from her team called POC. They nurtured us and taught us all of the techniques they used in competitive games. We could not have gotten to the semi finals without the help of her and her team, not to mention the support they also had for us behind the scenes. Senior Moderator jacvb (bae) believed in us (nonpartisanly) all the way through. They kept cheering us on and gave us more confidence as a team to perform better and better. A lot of our drive to win came from the support of our friends but also from each other. To keep us going, we always stick to positivity even if we are losing a game very badly. All of our calls are 100% yelling but it is because most of it is joking around and making each other laugh. <3"

Are there any changes to future tournaments you'd like to see based on your experience so far?

hotbev: "I cannot really think of anything I would change in future tournaments, this was truly an entertaining experience for all of us and we hope to compete in the next tournament as well!"

I want to thank hotbev for taking the time to sit down with me and discuss the tournament.

Seeing as there has been a lot of time between this tournament and the last tournament the server has hosted, it is natural for people to wonder when the next one is going to be. As stated on the official COTC thread posted on the forums, we can expect to see another tournament later this year, so keep an eye out for when that gets announced.

Are you excited to see who will win it all? Tune in early April to see who will take home first place in this year's COTC!

Community Council Showcase

By WowCaleb

The Community Council (CCO) is one of Mineplex's seven community subteams. Recently, the Community Management team (CoM) has taken several initiatives to improve connections with the Mineplex community, including the introduction of the CCO! In this edition of the Mineplex Newsletter, we will be delving into the behind-the-scenes of the team, as well as hearing some more about the other steps CoM has taken to be more transparent with the community.

On February 23, 2021, the introduction of the CCO team was made official. The decision was made to merge the Ideas Team (IT) and Feedback Collectors (FC) into one primary front-end focused team, meaning members now have both ideas and feedback related responsibilities.

On the ideas side of things, the team's main responsibility is to pull community suggestions from various sources, including the in-game server, the forums, the Mineplex Community Center (MCC) Discord server, and documents - anywhere that inspiration might be found. Following a discussion surrounding said ideas in the MCC, members of the team will reach an agreement as to how they feel about each one. If it's something that has potential, it will be added to an appropriately categorised Trello board.

Once CoM approves the creation of a document for a particular ideas category, members of CCO and CoM work together to formulate an update-proposal, a document full of ideas that have been thoroughly discussed and are ready for pre-update discussions. The document is then published on the forums for players to access, giving them an opportunity to voice their thoughts and opinions on its contents. Mixed opinions on something can often lead to a poll in order to settle the decision through a majority vote. When Production has the time to implement some of these suggestions, the finalised version of the document is all ready for them to reference.

The feedback side of things is similar in many aspects. Following an update, a wave of feedback from the community will hit all of Mineplex's platforms. Members of CCO spend time noting this feedback and then gather together to discuss their findings under four categories: what the community liked, disliked, had mixed opinions on, and would like to see change. This is all summarised in a document known as a feedback report, which is later published in the #feedback-reports channel in the MCC for the community to access. It is also forwarded to the Developers for a hotfix.

Both community and staff members are able to join CCO; in fact, applications recently opened and new members were accepted onto the team! Those wanting to join CCO are expected to have displayed an interest in various areas like Discord and the forums. For the members who were present before the merge, whether on IT or FC, were automatically offered a place on CCO.

xGetRekted and TheJoshXGames were both members of IT prior to the merge, and ItsFree was previously part of IT and FC. Now that ideas and feedback are no longer considered separate teams, they are all excited to have the opportunity to work with each other in a shared environment. In this article, we will be sitting down with all three

of these existing CCO members to ask them a few questions!

What motivated you to initially apply for IT and what kept you on the team?

xGetRekted: "I think what initially motivated me to apply was my love of the forums. I'm usually pretty active on the forums, as I enjoy participating in the discussion that takes place there. Since I was giving my input on ideas on the forums already, I thought being on IT was the perfect opportunity for me, since I got to do something I enjoyed doing just with a little more pay off. Additionally, at the time I was a moderator looking to get into a few subteams, one of which happened to be FMA. Thus, I figured IT would be a perfect opportunity for me to be more active on the forums in hopes of someday achieving that goal. All and all, a majority of my motivation for IT came from my interaction and love for the forums."

What are your general opinions on combining ideas & feedback into one?

ItsFree: "Honestly, I think it was a great decision from CoM. Though both IT & FC had some differences overall, it still makes more sense for there to only be one team that consists of work from IT & FC, due to how similar the work is on each team (IT grabbing ideas from

places, FC grabbing feedback from those ideas implemented from places). No real reason to have 2 separate teams for technically the same job or a continuation of a job from the first team. Another reason this was a smart decision to merge the teams is because FC wasn't really active as much as IT. We only did something when an update released and even then we didn't do that much. So, with the small amount of work FC had, there should be no issues with adding that workload to IT. Anyways, I think the merging of the two teams has made my experience better since everything is focused on one team, and there aren't any downsides or negative things that happened because of the merge, a fantastic decision altogether."

TheJoshXGames: "I was extremely excited about the merge of IT and FC. As the team has evolved over the past couple of years, many of the roles of FC became similar to what we were doing on IT. This is especially apparent with our move over to the Mineplex Community Center, as most of our idea discussion there is based on community interaction and feedback. While there were still key differences, mainly being how FC worked on feedback documents, many of the roles were

already somewhat intertwined. While it was definitely an adjustment, I have really enjoyed the extra work. As some people may have seen, CoM and CCO have been working extremely hard on pushing out new update documents. With everyone working hard on these documents, which are filled with feedback from the community, it seems like the CCO is moving in a great direction."

I also sat down with the CCO lead, Nolawn, to ask him a few questions about the team.

Could you provide us with any insight as to why you made the decision to merge IT and FC into CCO?

Nolawn: Honestly, to be straight up, I always felt like the two teams were one from the start. The workload for both teams heavily revolves around gathering opinions from the community, the Ideas Team focusing on new suggestions, and the Feedback Team collecting thoughts and concerns after updates.

Since the launch of the Mineplex Community Center (MCC), we wanted to give a chance for our Feedback team to do more outside of updates,

and instead focus on moderating the Discord as well. However, as time went on, I always went back to the thought of "Why not merge both teams?". Not to discredit our lovely hardworking members but to be honest, it made sense. The two teams have worked hand-and-hand for a bit now and the two teams also consist of the same people. We discussed it with the remaining people of the Feedback Team and shortly after, Community Council was created. Trial and error is something we practice a lot and just goes to show it never hurts to try new things as we're always open to improving or changing."

Are you able to give us more of an insight/elaborate more on your plans for the team going forward?

Nolawn: "After managing the Ideas Team for a year or so, I've always thought of ways to branch out and expand into more areas of the network than just "ideas". My goal with CCO is to not only focus on suggestions but instead, move forward to feedback and concerns as well. I feel like those are both equally and if anything, more important as we should always keep in mind what kind of things our players are suggesting, voicing, etc.

Since the creation of CCO, we actually released our Java Social update proposal which consisted of ideas related to the friends system, party system, communities, and a lot more. Our Bedrock team also released a Stats/Achievements update proposal. We have quite a few documents in the works but I can't tease too much, but keep an eye out on the forums and the MCC when we do announce these!"

What advice would you give to those who are interested in joining and may apply in the future?

Nolawn: "A huge part of our recruiting process is activity. The first thing we prioritize and check is your activity. My advice would be to build up your activity for a while before applying. We want applicants who have an extensive history with our team(s) and know what our goal is. Participating frequently in discussions managed by our team is something we look for not only recently, but in the past too. Lastly, you've got to have a passion for the community as well. We want members of the team who want change and want to improve the network as much as we can."

As part of the goal to be increasingly transparent with the community, the

concept of "town hall meetings" was introduced. These are get-togethers attended throughout the year by staff, players, and higher-ups whenever CoM has information to share with the community. Some might even feature "subteam spotlights" where players get a sneak peek into the behind-the-scenes operations of some of our teams here at Mineplex.

The first town hall meeting was held on February 21, 2021, in which AlexTheCoder provided an insightful update on some of Mineplex's hottest topics of debate: the anticheat and the state of Clans. Many players were pleasantly surprised to hear about the soon-to-be-expected rollout of an update known as "GWEN V2," which was said to have shown "positive signs" so far in relation to effective banning of cheaters in primary gamemodes. In regards to Clans, players can expect a new boss, new biomes, and differences in accessing raids (such as tokens to be admitted to boss raids) when the new season is released. The rest of the details, as well as the Q&A portion of the meeting, are available in the #town-hall-notes channel in the MCC Discord.

For those who are interested in learning more about CCO, consider reading over this thread. The MCC Discord server is a great place for players to interact with members of the team and to share their feedback, suggestions, and concerns, with a guarantee their voice will be heard.

Caption the Image
By neotheater

It's that time again! With the change of the first season having just gone by, March is over, and thus we are over a quarter of the way through 2021 already. If you think time has flown by quickly, don't worry because so do we. With how quickly time has gone by, it can be hard to remember what you have done with the prior 90 days of the year. COVID is still hitting hard in lots of countries worldwide, so for the next 90 days, just be sure to spend as much time having as much fun as humanly possible!

In the far, far away lands of a small country known as Plex, an ancient Aztec temple has been found containing the remains of the former royal family of the forest. The Plex Protection Society has hired two security guards to protect the royal remains along with all of their piles of jewels. As night falls, the two guards notice something in the distance, so they take out their weapons in an attack stance. What did they see that threatened them so much? What dangers could be lurking upon the horizon?

Think you have a good idea? Tell us here:
https://forms.gle/2RHfEnJ6jENxfhi77

Last month, we showed you some leprechauns who had miraculously found a pot of gold at the end of the rainbow, on St Patrick's Day no less!

Here are our 3 favourite captions from last month:

Paingwin: "I'd be the awkward guy in the background ngl"
pqk: "They say at the end of a rainbow there's four Mineplex moderators and a sinner."
Caarebear: "Vibin in Staff-1 be like"

March Staff Statistics

By AGLThree

This month, we wanted to issue a huge welcome to all the new staff members who joined us and say thank you to all of the staff members who have sadly resigned for all of their hard work for the network.

Java Trainee
March 6: _ItsMusic_, maevestarbaby, Mehmoodie
March 6: GuardianInASuit, MC_Minium (Cross-Platform)

Bedrock Trainee
March 6: coinrug3708, MoldySucks, TheJoshXGames1 (Cross-Platform)
March 13: MarzieK, simbadefatdog (Cross-Platform)
March 27: Asteiph (Cross-Platform)

Java Moderator
March 6: ReyBot
March 14: Daemor, joshuart_
March 20: Vytas

Bedrock Moderator
March 14: Bob16077777
March 27: aahad7851, amgeh, rilauu, rosmeme, wattywatty1414

Builder
March 31: DrNeptunex

Developer
March 16: MorganV

Resignations
March 2: Camdino
March 11: _Brandon (Event Squad), Joiined
March 12: aiirr
March 16: MC_Minium
March 19: xEspeon
March 21: HuskieALS (Staff Management)
March 23: WyckedVixen
March 30: OneThousand (Developer), Sobki (Developer)

1 Year Milestones
March 7: Mitsoko
March 21: EternalNate

2 Year Milestones
March 2: BBoy2003
March 23: Slipest
March 30: neotheater

3 Year Milestones
March 10: GuardianInASuit
March 31: Ralfie

5 Year Milestones
March 25: Rvsie

Meet the Team

AGLThree: Hola! I'm AGLThree and I lead the Newsletter Program! I'm currently a Sr. Mod on Recruitment and an RP mentor. I'm a Grey's Anatomy fan and enjoy doing ceramics. Somehow, I still haven't gotten the Connect 4 gadget, which feels statistically unlikely at this point.

Tortelett: RIP DAFT PUNK

Arjun: Yo! I'm Arjun and I'm a Rules Committee member and Sr. Recruiter / manager under the Recruitment team. Other than Newsletter, I'm also on Reports Patrol, Game Insights, and the Content Creator Council. Some of my favorite hobbies consist of driving, hanging out with friends, and playing videogames. I hope you enjoyed this month's issue of the Newsletter!
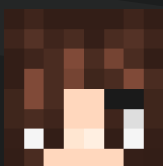
Sophie_OGrady: Hi, I edit the newsletter.

Meet the Team

jacvb: Howdy, I'm Jacob! I'm a writer and an editor for the newsletter and a member of Community Management and Quality Assurance. Outside of Mineplex, you'll catch me listening to a lot of music and watching Netflix.

Marzie: It's a me, Marzie! I am an Ex-FN and a current Event Squad member that runs Staff Events, Content Creator Events and does Website QA/Feedback things for most of my time. On the side, I also do Forum Mod, Reports Patrol Assistance, Ideas Team, Newsletter (writer, ex-editor), CCC, and I also Co-Lead CMP. Learn my entire history with Mineplex and more about me on my profile in the information tab.

EmmaLie: Hiya! I'm Emily and I'm that one weirdo who loves lollipops and doing stuff for the community. I'm currently the admin of Community Management & the Event Squad, so you'll see me a lot in-game, especially in EVENT-1. Outside of Mineplex, a lot of my time goes toward family, friends, Netflix, and Overwatch.

Meet the Team

510bike: Hi! My name is 510bike, and I'm currently a writer and editor for the Newsletter! I'm also currently a Sr.Mod on the Social Media team, a cross-platform staff member, and I am a member of RA, RPA, and FM. Outside of Mineplex, I'm into martial arts, photography, and mock trial! Feel free to say hello if you ever see me around!

neotheater: you're an april fool

WowCaleb: Wow, it's Caleb! Let's pretend I didn't say that and start over - I'm a community member and a writer for the Newsletter. You'll most likely find me in my natural habitat playing Nano Games, or posting over on the forums. If I'm not on Mineplex, I'm probably banana boating or kayaking down the local river! Be sure to stop by and say hi if you ever see me around! And yes, it did hurt having to change "Moderator" to "community member".
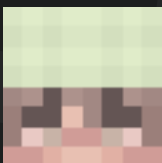
chhase: Hi!! I'm Chase, a Senior Mod & Forum Manager here at Mineplex! I'm also a member of Reports Patrol Assistance, the Map Testing Team and an editor for the newsletter!!! When I'm not busy, my favorite things to do are watching movies, going hiking, and going on drives with the windows down. Also, I'm very bad at PVP so don't even.