

MINIPELEX

NEWSLETTER



Issue 54
March 2020

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Ideas Team Showcase, and more.

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From the Editor

As a belated Valentine's Day gift to all of you, I am extremely excited to be opening Newsletter applications again. Due to recent resignations, the team has decided that opening applications would be beneficial in order to publish high quality editions at the beginning of each month. The application offers each applicant the opportunity to demonstrate their passion for the team as well as their creativity and writing skills. I highly recommend applicants to take each section of the application seriously in order to create a more multidimensional profile of themselves as candidates, regardless of whether they choose to apply as a writer, editor, or both. Furthermore, the team urges interested applicants to take advantage of the time provided to work on this application. 25 days is plenty of time to craft thoughtful, well-written, and carefully edited answers, and we hope to see applications reflective on that. Feel free to reach out with any questions about the application or the team, whether you are unsure about applying or you already have your answers planned out!

On an important but unrelated note, you may have noticed that the Staff Statistics article now includes individuals left out of the last edition. Successfully recording each and every acceptance, resignation, promotion, and especially, milestone, is a surprisingly difficult task to accomplish. However, a mistake on our end should not translate into a lack of recognition of deserving individuals, which is why from now on, each edition's Staff Statistics article will now include those left out from the month before. Again, apologies to those who have been accidentally excluded from the article in the past, but hopefully this change will amend any future mistakes in respect to this article.

As always, please feel free to reach out if you would like to speak with me directly about the Newsletter or the team. I hope you enjoy March's edition of the Mineplex Newsletter!

- AGLThree, Newsletter Program Manager

Ideas Team Showcase

By 510bike

The Ideas Team (IT) is one of Mineplex's seven community subteams, and it is one of Mineplex's largest subteams with 28 members! IT is responsible for scouting ideas out in the Ideas Discussion section of the forums, in-game, and on the Mineplex Discord. Members of the team review and critique these ideas in order to decide whether they are suitable to be implemented. IT works closely with members of Community Management (CoM) in order to process ideas community members want, as well as ideas that are reasonable to implement.

IT originally began as a project under Community Assistance (CoA). Following CoA's disbandment, IT remained a project under CoM. The team remained unofficial for some time before eventually undergoing a transition to an official subteam, after which IT began to influence updates and Production.

The team plays an enormous role in community representation. Their primary objective is to forward ideas created by the community and ensure that each idea is thoroughly critiqued

and given attention. Notable ideas will be reviewed by the Leadership Team (LT) to determine whether or not they will be implemented. IT members are able to lift up community ideas so that they can be considered and potentially added.

Both community and staff members are able to join IT! When applications are open, CoM looks for people that are both active in the ideas section of the forums and help out by providing constructive feedback to others. In this edition of the Mineplex Newsletter, we will be interviewing a community member and a staff member on IT to see what goes on in the team. If you are thinking about joining the team in the future, this article will help provide useful insight!

Xukuwu and Oscaros_ have been part of IT since November 2019! Let us learn a little bit about why they decided to join the team and what has kept them on the team.

Xukuwu: "I decided to join the Ideas Team because I wanted to play a bigger role in the server and be directly

involved in giving feedback on and providing production with ideas that could benefit the server. I have stayed on the team because I find discussing ideas on the forums and in the GI discord an enjoyable way to spend my free time.”

Oscaros_: “I decided to join in order to follow on with my FM work and log ideas and give insight while still doing my job of posting and regulating on the forums. I’m still on IT as I like being able to process ideas as well as partake in the discussions.”

IT plays an enormous role in giving its members a chance to become more involved in the community. The constant flow up suggestions creates a need for a large team. They keep IT busy everyday! Let us learn a little bit about the interviewee’s favorite memories on the team and how it has impacted them and the team.

Xukuwu: “My favourite memory on IT has got to be the work we’re doing currently to overhaul our trello boards to be more up-to-date so that we can make them public. While quite menial and not exactly the most enjoyable work, it’s the first of hopefully many changes we’ll make in order to become

more transparent with the community. Therefore, it represents the start of a positive change to the team that I feel will be a step in the right direction to improving the current issues that exist with communication between the staff team and the community.”

Oscaros_: “I’ve only been on the ideas team for a short period of time, but I definitely thought nolawn getting IT lead was a good memory because he deserved it!”

Of course, Mineplex isn’t perfect. There are many positives in the community, but there are also a lot of things which can be improved. IT is responsible for processing ideas created by the community. With all of that work, we are interested in seeing some of the IT members’ own ideas. They deal with suggestions on a daily basis, so members of the team know what makes a grand idea!

In the answer below, we will take a look at improvements that Oscaros_ and Xukuwu believe could help make Mineplex a better community for everyone.

Xukuwu: “I believe it’s fair to say that the elephant in the room when it

comes to issues with Mineplex is the communication between staff and the community (or lack thereof). We have to deal with almost complete radio silence on Mineplex's end for months at a time, with no updates to what's being worked on or what they're planning on doing in the near future. The latter could be super helpful for IT, as it could allow people to make relevant ideas on the forums that we can process and give to production that could help them when they get round to making what they were planning. Therefore, one thing I would change about Mineplex is for production/LT to give the community semi-frequent updates on what's being worked on so that we're at least kept in the loop, even if the updates still take a long time to come out."

Oscaros_: "I would change how many developers we have, and distribute workload more efficiently by having game specific developers as well as Sobki as a cosmetic developer."

Although applications are not open for right now, the team will need members in the future! IT looks for people who are passionate about giving feedback on community ideas, as well as people who look to improve the community as a whole. The team does

require an application to be submitted, which can be tricky! In the response below, the interviewees will give their advice for anyone who is looking to potentially join the team in the future.

Xukuwu: "If you're looking to join the team, (and why wouldn't you - It's great) I would first of all suggest for you to turn on forum notifications for the Ideas Hub on the forums, and try to get consistent activity within that subforum. Of course, don't spam out low-quality posts - quality over quantity, always.¹⁰ super detailed answers are much more appealing than 50 short answers that don't add much to the discussion. Secondly, I would highly recommend joining the GI discord and getting involved with discussions in any of its numerous channels. While not required to join IT, it's good to get involved with the community and there are many ideas that are discussed there, about both games and the server in general."

Oscaros_: "I would just say be yourself and remember to give your opinion. If you hate something that someone else likes don't be afraid to be of your own opinion!"

IT is an extremely active subteam, requiring a large amount of people in

order to make the team successful. Members of the team are hard at work each day responding to the various threads created in the Ideas Discussion section of the forums each. This is also added to the work IT does over discord and trello. In the response below, the interviewees will give some insight on their daily routine for the IT.

Xukuwu: “My day to day routine on IT consists of checking the forums for any new threads that I can answer, and if they’re unique, I’ll add them to the trello board. Depending on how many threads there are and what they’re about, this can take anywhere from 15 minutes to an hour. I will also spend time discussing ideas/changes in the GI discord. I’ll usually do this throughout the day, but discussing game changes is more of a hobby to me so that doesn’t feel like I’m doing ‘work’ as such. Overall, if you want to help out the server as a community member but don’t have hours and hours of time to dedicate to a subteam each week, IT is probably the best choice (after MTT of course).”

Oscaros_: “It will involve posting on any ideas thread, checking the trello board to see if it is an idea on there and then log it. It also involves locking threads

that are already denied!”

A huge thank you to both Oscaros_ and Xukuwu who took the time to share their experiences on IT! For anyone interested in joining IT, or for anyone interested in what the team does in general, hopefully this article was able to provide some insight on IT and what they do for the community on a daily basis. Of course, it is not required to be part of IT in order to contribute suggestions to the community. Anybody is more than welcome to create suggestions on the forums; any idea posted will receive feedback from IT members, staff members, and other community members! The Mineplex Discord (discord.mineplex.com) is another great place to discuss potential ideas for the community. Anybody and everybody is both welcome, and encouraged, to contribute their thoughts.

If you believe IT is something you would be interested in, consider reading over [this document](#). Applications for the team are currently closed; however, be sure to keep an eye out for announcements regarding applications opening. If you would like more information about the team, message any member of IT or CoM!

February Update Recap

By jxcb

A lot happened in February for Mineplex, update-wise. From a new rank to the Valentine's update, the community certainly had a lot to say about what occurred this month for the server. This article will feature both a recap of the update and community voices and opinions.

Immortal Rank

On February 9th, 2020, Mineplex temporarily shut down its Java gameplay servers. People were worried about what was happening and why the servers were not up and running as usual. A few moments later, members of Quality Assurance (QA) announced that an update was being pushed out and the servers would be back to normal shortly. Little did the community know that what the server was receiving was a big change. AlexTheCoder stated that Mineplex was getting an "Immortal update" in the Mineplex Discord, and people started to guess what the update was going to be. Shortly after, an updated shop page was pushed out, and people soon saw what the update was all about: a new rank called Immortal.

Once the servers came back up, players who had Power Play Club (PPC) no longer had PPC; these people now had Immortal in-game and on the forums. Right away when logging in, some of the perks are easily seen,

such as flight in hub and ignoring hub velocity. However, some of the perks are small and not as noticeable at first. The rank comes with many other perks consisting of:

- Change skin with the skin swapper
- Optional colored chat
- Join messages/alerts upon server join
- Receive an increased shard multiplier
- Receive a consumable 1-day XP booster (1 per month)
- Increased party size (16 -> 32)
- Higher priority in map voting
- First person spectating
- Stacker minigame in the hub
- Clans queue bypass
- Clans monthly supply drop

It had become official: PPC was gone and Immortal was here. The PPC community was renamed to Immortals, and within 24 hours of the launch, the community had doubled in size in its total members.

Community Thoughts

Like any update Mineplex has released, not everyone was happy with the changes that came out of this update. Several people felt unheard while others thought that developer time could have been put to different uses.

The main thing that the community was upset about was the lack of communication between the Leadership Team (LT), the community, and the staff team. Many people were quick to point out that perks like ignoring hub velocity and flight in hub were denied for moderation purposes, while things like colored chat were denied in order to keep that chat clear, yet they still made appearances in the Immortal perks list. This made Ideas Team and the team that runs it, Community Management, appear as though there was little-to-no communication within the staff team itself, as these teams had previously denied these ideas, which were still implemented, some within days of being rejected. Members were also frustrated with the fact that LT claimed that there would be no ranks added onto the server after Eternal and that perks which the entire community had previously enjoyed were now reserved for paying members.

In addition to the main issues that the community had been experiencing,

there were also smaller details that members were upset with. Something that impacts everyone with a rank was the decision to put ranks in tab and on player's name tags in-game. As an unintended result of the update, players were able to see player names in Minestrike, impairing gameplay and upsetting members of that community. Furthermore, targeting had become a large issue for players with ranks, meaning that the rank tags in-game allowed this to occur more easily. Many staff members were also bothered as it further encouraged staff targeting, making it a greater issue than it was previously.

Players have also expressed the fact that they are upset with the lack of preference options for perks that Immortals receive. Years ago before stacker got removed, there was a preference option that players could disable to prevent others from stacking them. However, when it was re-implemented, this preference option was left out and all players can be stacked in the lobby. Other preference options like being able to disable Immortal join messages and turn off chat colors were not added, which frustrates many players as they easily spam the chat.

Update Feedback

Many players have felt unheard during this update. However, there are still many ways that players can provide feedback. I took the time to talk to the head of Community Management, EmmaLie, to inquire about how the Feedback Team will operate after this update and what they will do.

How will the Feedback Team be used to collect feedback about this update to ensure that the community is being listened to and that their thoughts are being forwarded to the appropriate places?

EmmaLie: “The feedback team is a sub-team under Community Management that is centered around collecting feedback and suggestions from updates that get pushed to the network by Production and our developers. Our main priority is to give the community a chance to express their thoughts and know they’ll be forwarded to the ones creating these updates.

Our process starts with feedback collection which is done on multiple platforms including the official Mineplex Discord, Mineplex Community Insights, the forums, Twitter and in-game. While we collect feedback, we do our best to address concerns and answer questions.

All of the feedback that we collect gets used for the reports we send to production. We create these reports together as a team by summarizing the major points and laying them out in a way where it’s easy to read and understand. After the report is done, we send it to the appropriate places!

While I’m writing this, we’re in the collection phase and later this week we’ll be sitting down to create the report. By the time you’re reading this, the report has already been sent to production!”

Other members were suggesting that Immortal should get a tag in the Mineplex Discord. I spoke with Toki, the Mineplex Discord Manager, about this suggestion, and here is what she had to say:

Toki: “With our current discord bots at the moment, this is not possible; however, possibilities will be explored during the creation of our in-progress new Discord bot. If you have any suggestions feel free to message [me](#) or [Wanderer](#) !”

Clans Update

In addition to the Immortal update, there was also an update for Clans! On February 7th, 2020, there was a Reset Party hosted by Clans Management (CM) to help kick off the start to a new Clans map.

The night started off with a parkour event, where players were attempting to parkour upward to try and reach the top, and be one of the first out to win some prizes. In addition to the parkour event, there was a SUMO event, where players went head to head in fighting to also try and win some prizes.

Afterward, players were all given a supply drop, if requested, in order to just have some fun before everything was cleared. Each drop had 64 of every possible rune, 10 creeper eggs, one of every possible legendary, a stack of golden apples, and a mount that was five-star in every category. In other words, players received a lot of items to have a good time and mess around.

Once it was time for the map to reset, there was a delay in the overall process. The day of the reset ended up being pushed back by one day due to technical difficulties, which made many players upset who had waited all day and late into the night just to join the Clans servers. However, the map was successfully pushed out the next day for players to enjoy with everything

being completely wiped clear. When Immortals join the Clans Queue, they automatically bypass the wait-time and hop straight into playing the game. This created pressure on CM to make sure that each server was being moderated properly, but they ended up being successful. However, some Clans players were irritated that Immortals could increase wait-times for everybody else and fill up the servers, preventing others from joining.

In addition to clearing the map, there were also a few smaller changes for the Clans (not Champions) community to enjoy. Three different skills that players often found to be frustrating, due to being a harmful bug or an unbalanced aspect, were all removed: Illusion, Smokebomb, and Overcharge. However, these were not removed from Champions, so the Clans community was able to receive changes required for optimal Clans gameplay without needing to bother Champions.

Finally, I asked GrandpaNguyens, the Clans Management Admin, what these changes to the map and skills meant for Clans.

GrandpaNguyens: “With the new map and removal of some skills, I expect to see more diverse fights where players are using tanker classes instead of just sins. I see a lot of unique landmarks around the map like mountains and waterfalls that I think players will love.”

Valentine's Day

For Valentine's Day, we saw the return of a classic game: Rose Rush! Players were forced to run across a field with a cow chasing them in order to return roses back to their sheep. Teams needed to continue to reach an increasing number of roses as the game continued over certain periods of time or else they would be eliminated.

We also saw a few smaller updates come with it too. There was the Valentine's Day hub with a few heart-shaped portals, a new Mooshroom morph, and two missions to achieve for exclusive rewards including a limited-time title.

In order to grab a better understanding of what the game is all about, I sat down with rqil, a Rose Rush master with a kill-to-death ratio of 3.02, 1000 wins, and a win-to-loss ratio of about 29.4!

What are you most excited about with this game returning?

rqil: "I had a really good group of players who I played with last year. They made grinding the game for however many hours a day that we spent last year never get boring, and it's what allowed us to get as many as we did. They were all extremely good at the game too, so winning games really wasn't all too big of a challenge

for us. I had a 5-day vacation in the middle of the game's release last year, so unfortunately I passed and lost my win record, but I'm also excited to potentially reclaim it this year."

Are there any strategies you can suggest to players who are new at the game?

rqil: "Obviously, the best kit in any game is the one that gives you a mobility advantage, hence why Leaper was the best kit that the game has to offer. Certain other kits, specifically Archer, may be good in tense situations where one team gets another to overtime. However, more often than not, a full team of Leapers is the most powerful. Taking roses from other teams' arenas indirectly by killing players after they take their roses is a very effective way to win. Even camping the garden nearest to your base to wait for other players to come and pick them up so you can kill them works too. There are many strategies that can be utilized by teams to get the most amount of roses, but the ones that utilize the most amount the most effectively will always be the one coming out on top."

Thank you to rqil for sitting down with me to answer these questions!

To conclude, February was a time of updates for Mineplex. Many differing opinions appeared on the decisions and changes made, and while the updates may have already been pushed, improvements can still be made now and in the future. Getting your feedback is critical, and we have entire subteams dedicated to gathering it. No matter who you are or what your rank or level is, we value all feedback that we gather about anything for the server. Share your opinion on these updates or ideas for improvement via the #immortal-rank channel in our [Discord](#) or on the forums in the [Ideas Discussion subforum](#).





Caption the Image

By Marzie

Those pesky leprechauns! They're always getting into mischief! Though leprechauns might be pixies who make and mend shoes and have a pot of gold at the end of a rainbow, most importantly, they get into mischief. We found some leprechauns hiding in a Mineplex Private Server and captured a rare image of them. What do you think they're doing? We think they're trying to hide all their gold and pretending we don't see them.

Simply take a peek at the image provided and submit a caption that you think best fits the scenario via the form below to have a chance to be featured in next month's Newsletter.

Whenever you are ready, submit your wonderful caption here!

<https://forms.gle/J3Dq3iqFFQyFsUGu6>

Here are some of the best captions from three different participants and were handpicked from our previous article of Caption the Image, along with the picture from the last contest provided below.



CrackleHarvest36: "Two little love birds? These are the two little love cows"

TheScienceSlime: "Hey! We aren't even dating the staff just forced us to stand here"

WowCaleb: "Cows, you call them? This is the bride and groom!"

Impact Poetry

By Spoiler

Hello everyone! Welcome to our monthly Impact Poetry contest. As always, we will offer a new chance to display your creativity and the opportunity to read through the lovely work of fellow readers. If you are unfamiliar with the game, here are the basics:

- Your original written content does not have to be relevant to Mineplex but must follow the network's rules.
- Your poem can be done in any style, as long as it fits the line constraints.
- Your poem must be submitted before 11:59pm EST, March 25th, 2020

This month, our theme will be the dawn of spring. The style is up to your choice, you are free to craft any form of poetry. For your poem to be properly displayed in the Newsletter, please keep your work under 15 lines. Submit your responses here: <https://forms.gle/SzYS3pHLRGYXmT9z6>

Prizes:

1st Place - 3 Mythicals

2nd Place - 1 Mythical & 1 Ancient

3rd Place - 1 Ancient & 1000 Shards

Last month's prompt was love/romance and the form of poetry was a freestyle. Here are our three winners from last month!

Be sure to congratulate these fine writers on their talented work! We look forward to seeing our future poems for next month's theme: the dawn of spring.

1st Place:**By: Ojoe**

My life feels like a movie,
Or a play, one surely could bet;
For I can't recall a time of
greater happiness since we met.

I didn't think that you'd pursue me,
But here we are, and later yet,
I know that we will stay here
Together, and won't forget

How our lives are like a play—
I would die for you, Juliet;
Perfect lighting, perfect pitch,
From now on our stage is set.

2nd Place:**By: jake_crazy**

The Eternal Flame
It's an addiction,
growing with each taste of sight
Her eyes beaming into you,
waking up the butterflies in your
stomach.
She's the Sun,
lighting up your day.
Warmest in our solar system.
One of a kind.
The chemistry, like two hands of a
clock,
keeping time trudging along.
The eternal flame burning in your heart,
only grows at the sight of her,
never dying down.

3rd Place:**By: Tilgorn**

True love is contagious
Coming deep from within
To express it, courageous
Goosebumps raised on your skin
But the feeling is mutual
Together you bloom
Through fights, struggles, the usual
Soon you are bride and groom
Dog or cat, this house or that
So many decisions to make
But one thing that true love will always
combat
Is the choice that causes heartbreak
So take a chance on romance
And you may find yourself in a never-
ending dance

February 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.

Apologies to those who were missed in the January edition of Staff Statistics! The individuals who were accidentally left out are included below.

Java Trainee

January 18th: Exclipse
February 8th: ddgolfer04, NuclearFury
February 22nd: Eroca, oCassi,
Scruffydoggy, SpamL, unforgetful,
xEspeon

Bedrock Trainee

February 8th: Degagelemming95,
unknitsunnn

Java Mod

January 25th: Animalll
February 15th: Documents, Hiccuping
February 22nd: Specy

Bedrock Mod

February 1st: DaPBillk

Senior Mod

February 24th: iChemicalRomance,
spikecreates, THELichCA (Forum Ninja)

Builder

February 11th: TheBlueComet

Resignations

February 1st: Alundor
February 3rd: WilliamTiger (Developer)
February 7th: Ayeconic, Zippop
February 8th: __Narwhal
February 9th: Adrianna (Clans
Management)
February 14th: Joined
February 22nd: Shqddy (Forum Ninja)
February 24th: Wyh

1st Year Milestones

February 2nd: Sven, Sickle, nolawn
February 23rd: ZTB, ThanksPyro

2nd Year Milestones

January 5th: Tylarr
January 19th: xFrazer
February 9th: Oscars_
February 24th: Arjun

3rd Year Milestones

January 6th: FairestLordHarry
January 20th: Twist
February 10th: rosday

4th Year Milestones

January 29th: xVanessa

Meet the Team



AGLThree: Hola! I'm AGLThree and I lead the Newsletter Program! I'm currently a Sr. Mod on Recruitment, a CMP mentor, and an RPA member. I'm a Grey's Anatomy fan and enjoy doing ceramics, but my true main goal in life is to get the Connect 4 gadget on Mineplex.



Tortelett: hi I did make the pdf



Nolawn: Hello gamers! I'm Nolawn and I'm a writer for the Newsletter. I'm currently a Community Manager here on Mineplex. You'll most likely see me playing some Nano Games on the network or discussing ideas on the forums. Most importantly, I love food and sleep.



Spoiler: Hi! I'm Spoiler, an 18 year old writer and editor for Mineplex's newsletter program. As I now officially graduated high school, I am currently a freshman at Stony Brook University. However, I'm not exactly sure what I'll be pursuing.. Feel free to check the "information" section of my profile to learn more about me!

Meet the Team



Arjun: Yo! I'm Arjun and I'm a Sr. Mod here on Mineplex under Recruitment. I spend most of my time playing games on the server and dedicating my efforts to my subteams. I'm a pretty competitive player who's always down to play some games, so if you ever see me around and wanna play some PvP games let me know!



Sophie_OGrady: I'm an editor for the newsletter, a Game Insights member and an ex-staff member. You can find me around the forums and chatting on the discord!



jxcb: Yo, I'm the GWENXPRT Jacob, and I help to write and edit articles for the Newsletter Program each month. I'm a member of Quality Assurance and a few other subteams. If I'm not handling an escalated appeal or a bug report, I'm either screaming in a voice call or listening to Billie Eilish & blackbear.

Meet the Team



Marzie: It's a me, Marzie! I am an Ex-FN and a current Event Squad member that runs Staff Events and does Website QA things for most of my time. On the side I also do Forum Mod, Reports Patrol Assistance, Ideas Team, and I also Co-Lead CMP + Mentor there. Adding to this semi-giant list, I am now a Writer & Editor for NL! 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.



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, and I am a member of 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!