

# MINIPEPLEX

## NEWSLETTER



**Issue 85**  
**October 2022**

Death Run Release, A SnEEK-Peek at Maps,  
Creative Housing 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

A little over a year ago, I was promoted to the Newsletter Lead position. Although I had never expected or yearned for the position as a member, I grew excited and eager to take on the role when it was offered to me in an attempt to express my leadership on this team and capitalize on a couple of my ideas. Over my time as the NL lead and even as a member, I have worked alongside so many talented individuals who have all expressed their skills through writing, editing, communication, work ethic, and more. As the NL lead, I always ensured that I was there for my team—whether that meant helping out when necessary, communicating to ensure that everyone felt heard and included, and ensuring that the overall environment was collaborative. I sought to meet our deadlines, publish the NL on the first day of each month, take in feedback from the community, and enhance our Newsletters as best as possible to become more appealing to the community. I'm proud to make the determination that my efforts paid off and that I feel very satisfied with how I have led this team thus far.

Although I have enjoyed my time leading the Newsletter Program, my day to depart from my position and the team has come. Similarly to many of us, I simply do not have the time I did to properly attend to my roles and responsibilities as lead. Rather

than scraping my way through each month and putting in half of my effort into the issues we publish, I came to the conclusion that passing the mantle to someone who can follow in my (and previous leads' footsteps) would be ideal.

With that, please congratulate ddglfer on becoming the newest Newsletter manager! As opposed to previous leads (and myself), glfer is an ex-staff but current community member. He has been on the team for a little over a year and has expressed great activity, communication, and initiative throughout his time here. Please congratulate glfer on his promotion when you have the chance!

If you have any specific inquiries in which you would like to speak privately about the Newsletter, the team, an article, or any other concern, you're more than welcome to and can do so by messaging ddglfer on the forums. Otherwise, you can always submit comments or feedback through our [official form](#) or on the thread. I hope you enjoy this month's edition of the Mineplex Newsletter!

Have a delightful October!

**- Arjun, Newsletter Program Manager**



# MINEPLEX

JAVA EDITION

## DEATH RUN RELEASE

### By Nightys

As you may know, Mineplex recently released a new game called Death Run! Death Run is a game that features Runners and Trappers. The object of the game for the Runners is to make it through traps that the Trappers team activates, and on the flip side for Trappers, their main goal is to keep every Runner from crossing the finish line at the end of the track. To add a twist, in every game the traps will have a random rotation, adding another layer of difficulty for the Runners!

There has been a lot of hype around the game's release. As well as this being a huge update for the Java server, it's the first new game in years on Mineplex. Interestingly, this game was in the making for quite some time. Did you know that the first thoughts of adding the game came all the way back in April of last year? I interviewed the Quality Assurance Admin rosmeme, who originally came up with the idea

and design document, and the Build Team Admin joshuart\_, who managed the building of the current maps and the traps!

**Rosmeme:** "Well, the game idea originally was thrown around when Hive was going to be discontinuing their Java server, this was way back when Sam (aka MoppleTop) was still around. I brought it up again once Timmi got dev because we now had a dev that could work on it properly and it was still a game that would be fun."

Many testings occurred when the game was first created and several aspects that were first designed for the game never made it to the final version that was released. A lot of the first trap ideas that were tested were actually quite broken! Some of the traps that never made it to the final version failed to do so because of the mechanics or were way too difficult to get through. In



addition to the traps that didn't make the final cut, a map was actually built by rosmeme and was used for testing the game, but was never released with the maps you play on today.

**Rosmeme:** "I think the biggest thing that wasn't included isn't a feature but one of the OG maps. I made Mappy, the first ever Death Run map that never actually made it live. We used that map up until we got some proper maps built (build team and qa/t worked very hard for the lovely maps and traps say thank you to them). Mappy was the map we trial tested trap ideas and what we could actually do with the mechanics of the game. By the time we were done with Death Run mappy was too far gone.. too many early traps that won't work with the new parsing etc. and it was just a lost cause."

Upon the release of Death Run, there were three maps released. These maps are North Mountain, Pharaoh's Curse, and Mansion. All three maps remain live on the network with more on the way. I asked joshuart\_, the Build Team Admin, some questions on how the map building process was.

**When were the first Death Run maps first built?**

**Joshuart:** "The first of the maps started in either February or March. We began our trio with North Mountain and then followed with Pharaoh's Curse and then Mansion."

**Seeing as North Mountain was the first ever map released for the game, were there any problems you might have run into during the building process?**

**Joshuart:** "North Mountain definitely had its challenges which made it the most difficult to build. It was our first ever map for Death Run so there was a lot of stuff we had to work out in the process. It was also our first time dealing with making custom traps so that in and of itself came with its own set of challenges. A lot of time and effort went into that map to ensure that it was ready to officially test the game on."

Since the release of the game, the wonderful and very talented Timmi6790 has made a lot of updates to the game. Many of these updates include balancing rewards, reducing game time, and the overall quality of the game and the experience. This can all be seen in the #java-changelog channel in the [Mineplex Discord](#).

We hope you've loved hearing more about how the game was first thought of and learning about some of the things that were a part of the process that never made it to the actual release as much as we did! We'd like to extend our gratitude to the Development, Build and Quality Assurance teams for developing and testing the game to ensure the best experience for the community.





# A SnEEK-Peek at Maps

By joshuart

With the release of Death Run, the Build Team has continued to bring content to not only the new game, but also other games around the network. Here's a deep dive into the world of building and some exclusive "SnEEK-Peeks" at maps coming up!

Death Run was by far the most complicated game that the Build Team has ever worked on (besides Gem Hunters, but that's a whole different story). It took a ton of collaboration between Leadership, the Build Team, and Quality Assurance to ensure the maps and traps were designed to perfection and challenging enough to keep players coming back. It was no easy feat but I am beyond proud of the work we have brought to the network so far and I can't wait to share more later down in this article.



This is a behind-the-scenes look at Pharaoh's Curse. The twisting and turning of each path makes the map feel like it's never going to end. The nether quartz ore you all see in the picture is what the server uses to read trap locations.



Here's what these traps look like under the map. This is what you all run through while playing the map and it's what is put in place where the nether quartz ore is. This image is outdated and around 50+ traps were added next to the ones shown.

Making sure the trap flows the right way and is unique enough for the players to have a good experience are all things we have to think about upon designing a trap.

Now I won't leave without giving you all a taste of what's coming...

*Disclaimer: These maps are in the early stages of development and will be released soon™. Give us time to perfect it for you all.*



*Don't let these traps RUIN your game...*



*Don't let the pretty signs distract you...*



*You don't want to know what's lurking in those leaves...*

Now with Halloween right around the corner, the Build Team has also been hard at work working on a brand new Halloween Hub alongside some of your favorite Halloween maps! I don't have much to share but here are two little teasers to leave you all off with...



Seasons Screaming!





# Creative Housing Showcase

By WinteryOsprey38

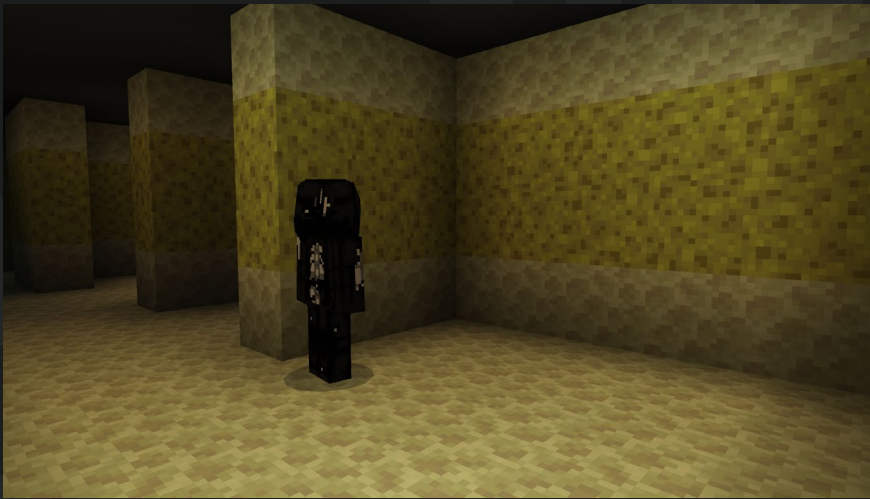
Creative Housing Showcase had made a return for this month's Newsletter! Similarly to last time, we're showcasing several builds that stood out to us with their style and creativity. From vibrant parkours to dubious dwellings, you can expect to see all kinds of superb builds at Creative Housing. Join us to have a look at some that caught our eye this month!



Forest Parkour - by: allyxu & averagepage3475



Hybrid Lab - by: foxyowo638



The Backrooms - by: buckedivy385456



Darkwood High - by: jesus9140



Prison - by: VogueStyle9347



Parkour Floors - by: TonyJuggler7441

Well done to everybody who had their build featured in this article, and be sure to keep up the great work!





# Guess The Location

By **maevestarbaby**

October is here, and thus the spooky season begins. We're back outside this time, at a place that will send shivers down your spine... Was someone—or something—here before? If so, then, most importantly, where did it go? If you think you know where this spot is located, fill in the form below to submit your guess!

Submit your guesses here:

<https://forms.gle/w8L2uFrYfsu7qsCr5>

Last month's image was taken by the good ol' Staff Offices located in a cave at coordinates X: 135 Y: 45 Z: -25.

Congratulations to zchriss and OniumK for guessing last month's location correctly!

# September Staff Statistics

## By chhase

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.

### Bedrock Trainee

September 27: splenlevitis (Cross-Platform)

### Java Moderator

September 13: danb76

September 25: ItzZoe (Cross-Platform)

### Senior Moderator

September 17: Egsa (Forum Management)

### Builder

September 15: TheBlueComet

### Resignations

September 5: Lonkachu

September 7: BBoy2003

September 11: FuzzyJunior (Recruitment)

September 16: DaPBillk

September 19: Exclipse (Clans Management)

September 29: allegient

### 2 Year Milestones

September 5, 2020: Kaiven

September 16, 2020: AlexTheCoder

### 3 Year Milestones

September 7, 2019: Gooflt

### 8 Year Milestones

September 6, 2014: Bunni

# Meet the Team

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**Arjun:** It has been a wonderful year leading the Newsletter Program and working alongside such wonderful members of our community for 3 years on the NL team. Last but not least, I hope you all enjoyed this month's issue of the Newsletter as always.



**Tortelett:** hi I made the pdf



**Sophie\_OGrady:** I edit th nl.



**Marzie:** For your safety, this product has been carefully removed from shelves and will be carefully disposed of.

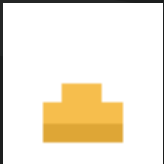


# Meet the Team

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**EmmaLie:** Hiya! I'm Em and I'm the current admin for CoM & SM! My interests include stanning Taylor Swift, tryharding in Valorant, and eating pasta.



**chhase:** goose admin, editor, and staff statistics writer



**ddglfer:** Hey y'all, I am ddgolfer and I am a writer for the Newsletter!



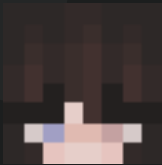
**Looof:** we don't get paid

# Meet the Team

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**joshuart\_:** Your friendly neighborhood Build Team Admin



**maevestarbaby:** hii i'm maeve, a uni student as well as a mineplex sr moderator and writer for the newsletter!



**WinteryOsprey38:** Hey, I'm WinteryOsprey38! I'm a writer for the Newsletter and a big lover of sushi



**Niqhtys:** Newsletter Writer