Creative Community Meeting

Topics for discussion

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- **Spawn - feedback and ideas to make spawn better?**
    - *Floating colored text to explain rules, help guide new players, and explain events.*
    - *Spawn with large clearly defined portals to the different mvtp worlds.*
    - *Much clearer pointers to getting started building, and the rules and commands that are commonly used on the server.*
    - *More colorful, inviting and fun for younger users. Also using mobs in decoration, similar to PvE (we have pets for this?)*
    - *The vastly underused /suggestion-box.*
    - *Easier to navigate.*
    - *Not so enclosed. More open air would be best please.*
    - *Make spawn it's own world that you have to TP out of, with player-submitted exploration thingies. This means that spawn can be bigger without having to be concerned with taking up land on the actual map*
        - *Spawn will be small and compact*
        - *Portals will be placed very close to spawn point*
        - *Will be located in the middle of spawn city in the main world*
- **How are land claims working out?**
    - *It's difficult for new players to come in and get land protected right away.*
        -
    - *Large amounts of land is claimed early on in the rev, and makes it difficult for others to claim*
        - *We've been removing claims that are too old/empty.*
    - *Expansion issues due to players building around smaller plots (going hand in hand with large claims at the beginning of the rev)*

        - *Requests can be made to admins to move smaller builds further away from people's claims. It's situational, but it's usually not a big deal.*
    - *Maybe have a time limit for large claims that have yet to be built in (pros and cons for this - like irl getting in the way)*
- **More events/games? PvP, Hide and Seek, team build, etc.**
    - *Setting up game nights/speedbuild events for more days than once a week.*
        - *Team Build eventsx*
    - *Hide and seek would be amazing.*
    - *To add to Hide and Seek, perhaps Manhunt. Same thing but with… killing.*
    - *Races and mazes for prizes on PvE would also be great.*
    - *PvP mazes/events.*
    - *Definitely gonna say I think more events and games would help with the popularity of C in general. It gives a chance for P players to take a break.*
    - *Allow winners to judge the next round*
        - *This is a bad idea.*
        - *Events should have a repeating schedule so players know when the event is*
- **Spawncity.**
    - *Districts for spawn city next rev?*
        - *Suburbs*
        - *City/Downtown*
        - *Unlimited?*
    - *Make Spawncity more easy to navigate between the different districts.*
        - *Perhaps make a map for users to use.*
    - *Spawn city having it's own world.*
        - *Since spawn city seems to fill up so fast it'd probably be best if it were made larger or given it's own world. It seems very popular. Also, giving it it's own world would make it easier for new users to navigate to and through it. (without trouble figuring out where it stops and starts)*
- **"Theme" for next rev?**
    - *Post-apocalyptic theme.*
        - *If we do this can we take Rev29's map and mess with it?*
        - *Space apocalypse would be interesting but I was thinking more of a futuristic city or floating island type.*

- *video game themed (sort of like Wreck-It Ralph)*
- *World themed (Builds in style of Russia, China, Europe… etc)*
- *"Theme" theme*
  - *Dumbo theme*
  - *Ted theme*
  - *Post-apocalyptic theme*
  - *Cauliflower theme*

- We will post a thread on the forums asking for ideas for Spawn, then we'll use those ideas in a poll.

- **Server features.**
  - *Get The end outskirts of 1.9 in somehow for REV 30?*
  - *It would be good if more players were informed of building tools and extra things moderators/admins can add such as easy signs, entry-commands/greetings and other fun things :) -/modreqhelp? /help modreq*
    - *Perhaps make worldedit, stand, commands and server features tutorial area all in one place, or connected easily through portals/sign warps to get users familiar with these things when they seek to do so.*
  - *Floating text (as mentioned in spawn notes).*
  - *Region chats for roleplaying.*
    - *Utilize clan chat more/better?*
  - *How do we make it so that more people pay attention to the server alerts?*
    - *I heard someone mention that we should be able to dismiss the alerts once we read them fully, but allow them to be toggled back, or read individually.*
    - *- or have it toggle when you log back on?*
    - *More complex chat coloring to define the different types of messages better.*
    - *Also, having better initial instructions and guide to the server will almost remove the need to have the alerts if they're easily available at spawn.*
      - *(See "Spawn" notes)*

    -Looking into resource packs for that

- **How long until next rev/revision lengths?**
  - *2-3 months seems realistic. 5-6 per rev sounds about right.*

- *When should we notify players of a rev change?*
  - *In quarters of the progress through the map.*
- *How do we keep players interested in the later parts of the rev?*
  - *Events? (spleef, speedbuild, race etc.)*
    - *(See "More events/games. . ")*

- **Map - natural terrain vs world-painted.**
  - *Maybe a mix of both, like past revs.*
    - *I second this. While our current map is beautifully world painted, it's very nice to see a mix of natural terrain.*

  -Poll topic!
- **How to attract more players?**
  - *ADVERTISE!!!!!!!*
  - *Games/events*
  - *Youtube and fun videos/ content are great for popularity. So get out there nerds and turn on your fraps and show the world what we got!*
    - *Convince the "BIG" YouTubers to record the server when they are playing.*
  - *Votes are a great help for server popularity, we don't really have any ways of getting user based advertisement. I wouldn't like to suggest pushing voting in user's faces constantly, but even mentioning it in spawn will help. -(I saw we do have voting in one of our alerts, but it's very unnoticable)*
    - *Perhaps mention votes when switching between mvtp worlds*

- **Community projects?**
  - *Bring back domes?*
  - *Holiday themed community build.*
  - *Cities/towns (besides spawn city)?*
    - *Community board where users can plan to collaborate on cities and towns. Mayor boards and make warping more commonplace for those who work on their builds a lot.*
- **How we can welcome new players better?**
  - *Adding a welcome message to the player's screen when first joining the server.*
    - *Good for when people aren't around*

- **More Modreq people(?)**
    - *Or get more mods to check C's modreqs?*
    - *Motivate PvE mods to do Creative requests. :P*
    - *We are down a Cadmin! we need a new one!*