

1. ORE Staff Projects
 - a. ORE 1.18 Update
 - i. Map reset? Simply, the current Build map has gotten quite crowded. How do we feel about resetting it?
 1. Community thoughts:
 - a. Pros: Clean slate, World height, Having an old/filled world
 - b. Cons: Old map unloaded(?), Having an old/filled world
 - c. What about: Loading old map in new server? :D
 - ii. New heights? Along with 1.18 comes the new Y dimensions. The Y level went from 0-256 to -64-320.
 1. Community thoughts:
 - a. Keep it the same (in Build)
 - b.
 - iii. School-like permissions on Build? This has been proposed a few times, often by individuals who had their creations unknowingly modified by others.
 1. Community thoughts:
 - a. Cons: Can't stop random clocks, can't test things in Don's plot
 - b. Pros: Protects big build (accidental grief, ppl messing with state-based machines)
 - c. Optional opt-in / opt-out?
 - d. Redstone stops working when ppl are offline(?) Like in School/Play
 - iv. Floor height? Current floor height is Y=32. With 1.18, an updated height would be Y=-32. Do we want less space between the plot floor and bedrock? Proposed new heights have been Y=-48 and Y=-56, leaving 16 and 8 blocks respectively between the plot floor and bedrock.
 1. Community thoughts:
 - a. Keep the same
 - b. No roads (8-16)
 - c. Different road/floor heights? :D
 - v. Survival reset? As with other seasons, ORE intends to do a survival reset for 1.18. Do we still want this, or do we want the 1.17 world to be converted to 1.18?
 1. Community thoughts:
 - a. Mmm. Secret! :D
 - b. ORE Testimonials? How do you like the idea of sharing how ORE has benefited you and having that story on the ORE website?
 - i. Testimonials can help us grow :D
 - ii. Is it for the members? Their parents? Are we creating a brand?
 - c. How do we feel about mod elections?
 - i. Community thoughts:
 1. Trials concerns

- d. IAmLesbian's Guild Idea.
 - i. More details:
 1. Community-ran groups, supervised by staff
 2. Some ideas: University Guild, Productivity Guild, Optimization Guild
 - ii. Community thoughts:
 1. Community ideas: Curator Guild, Boater Guild
 2. How much bureaucracy do we really need?
 3. What kind of requirements does it have from members?
 4. How to join? Good question.
 5. How to make a Guild?
 6. Do they have a base?
 7. How does leadership work? Maybe like mod elections.
 8. Discord Channel? Thread-making powers to Guild members?
- 2. Community ideas
 - a. Fear's 1st idea: "/co rollback" on your own plot
 - i. Actually, Pauk's idea ;)
 - b. Fear's 2nd long -shot idea: no-clip
 - i. Comp looked into this yeeeeeeears ago. What it did was set you into gm3 whenever you went close to blocks, which made it kinda useless.
 - ii. What about player hitboxes reduced down to a bat's body? :o
 - The "Morph" mod has this. (Nice)
 - c. Multimeter idea:
 - i. Pauk idea
 - ii. Narcoleptic-frogs's mod: Server-side Carpet mod is necessary. :< which is hard, and we need to employ nick/pauk/stack
 - d. MCHPRS
 - i. Doable
 - ii. Engines only?
 - e. Trialing others
 - i. Engies-only
 - f. Shay's complaint: Give me potions
 - i. Could splash effect only affect themselves? Maybe not possible >:;o
 - g. Discord has forums soon. Could we get away from Discourse.
 - h. Competition reform?
 - i. Non-redstone competitions?
 - i. NFTs?
 - i. Plotsquared Does support economy stuff 0.0

Poll ideas:

- More Town Halls? :D How often? :D
- Map reset
 - /plot restore (restore plot from prior to reset)

- Lower world height? (less lag per chunk) Higher world height? (shiggles and map stuff)
 - Idea: take average :.)
- School perms on Build
 - /p deny perms for builders
 - Optional school perms per person
- Survival reset? :D