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May Staff Meeting Notes

[Saturday May 20th 4pm EDT](#)

- **Creative**
 - CAdmins were asked if Creative would be resetting soon. Responded that the rev would be about as long as it usually is and are currently estimating some time late summer.
 - Notice that the testbuild world will be resetting soon. Players will be given notice before the wipe.
 - Update on a fix to an exploit.
 - Notice that spectator mode was fixed to not plummet staff into the void.
- **PvE**
 - Request to leave modreqs for new moderators and to extend a helping hand if requested.
 - Notice that PAdmins are looking to change admin hunts to a new format. Currently in the planning stage.
 - Discussion about the first PvE Blog Post. Should become a regular thing. Request for ideas for fun stats to include in future posts.
 - PAdmins noted concern around around gameplay changes happening without notice. Reassured that there is a process in place before anything new is implemented. Example: SafeHarvest, which is still in testing.
 - Notice that the PvE mod training guide will be updated soon. Discussion around certain types of modreqs that some staff may not feel fully confident about.
 - PAdmins mentioned that though some things were not brought up, they were not forgotten and are being discussed.
- **[Redacted] update for ongoing projects.**
- **Minigames**
 - No updates.
 - Players can still build maps in the multiverse on Creative.
- **Fundraiser**
 - [Redacted] updates related to build projects.
- **Head Admins**
 - Welcome to new and returning staff: Varj, cheezychicken, Mewcifer, bermudalocket, Riveri, and Aypop.
 - Discussion around MCBouncer notes and the process for appealing them. Discussion on if they should be temporary or permanent. Further discussion to continue in a forum post.
 - Recruitment: Always looking for more players from Creative. Some nominations still awaiting comment/voting.
 - Notice that there is still need for Instagram and Twitter managers.

- **Open Floor**

- Streaming
 - Discussion around wanting to create a Nerd.nu Twitch team. People currently adding each other on their channels so other streams will play when someone is offline.
 - Discussion around what staff activities should be able to be streamed and how our rules extend to other services.
 - Discussion on people advertising stream links vs advertising other things.
- Discussion on ways to improve mumble moderation.
- Staff notified of the nationstates.net Nerd group.
- Request for guidelines on ban lengths for different reasons to be created. Further discussion to follow.