

LANCER 2

MONTHLY STAFF MEETING #10

25 FEBRUARY 2024 / 18:00 (UTC)

ATTENDEES

- Adno
- Auster
- Aspect
- CJ
- Aqua
- Culture
- Metrotider
- Snake Jesus
- Ulti
- Willum
- The Gaming Plumber

ABSENTEES

- Aberidius (**Not Notified**)
- Mullin (Notified)
- Ezequiel (Notified)
- NIXeighteen (Notified)
- Lord Beckett (Notified)
- Numan (**Not Notified**)
- Vinyl (Notified)
- Vanguard (Notified)
- Walter (Notified)



MEETING TOPICS

- Adno
 - **Request for Vortigaunt Feedback/Ideas**
 - Slave Vortigaunt RP is a bit boring at the moment; it requires extensive player initiative to make it enjoyable.
 - After some discussion, we came to the collective idea to make *Freed* Vortigaunts an event-only faction, utilized by the Resistance Managers in collaboration with Vortigaunt Leadership to create events, give 'quests', or just spice things up in various ways at times. As such, the previously-planned skill system for Free Vortigaunts will be scrapped, for now.
- Culture
 - **L00C usage during Combat Scenarios**
 - For a while now, a lot of S2RP combat scenarios have been plagued with extensive L00C usage with arguments and complaints.
 - After some discussion, we have concluded to attempt to 'solve' this simply by telling people off after the situation is over. If they don't learn, we can hand out softbans.
 - **CP Ratio issues**
 - The CP ratio continues to be an issue that crops up. It actively harms roleplay and empowers people who have OOC motives to harm RebelRP.
 - To attempt and solve this for good, we will experiment with a hard-coded in-game system that straight-up denies them CP character access if the ratio is not met. This will be able to be temporarily disabled, for event purposes.
 - **Low Playercounts**
 - The server playercount lately has been dropping off. People could be getting burned out, bored, or lacking interesting content. This should be looked into before it becomes a bigger issue.
 - **Aspect:** This was one of my points as well; will talk about it later.

- **Metagame Issues**
 - Metagame appears to be on the rise lately, especially among Staff. Sometimes there are doubts about safety when doing things for fear of someone sifting through the logs to cause trouble.
 - There is no easy way to solve this for good, other than to keep an eye out and deal with these things as they come up and remove repeat offenders.
- Aqua
 - **Powergame Issues**
 - A few units have been borderline powergaming during S2RP scenarios lately and generally impacting Rebel v Combine situations negatively by using their victories as 'bragging rights' OOCly. This is harmful and could create a divide between the two sides on an OOC level. As CPs are the front face of the server, they should be strictly discouraged from playing to win and to destroy RebelRP.
 - There is no easy way to solve this for good, other than to keep an eye out and deal with these situations as they come up, as well as remove repeat offenders.
 - **Plumber:** Another sort of powergamey-ish thing that has been happening is CPs specifically aiming for the legs of those running away. They are not taught this and are simply exploiting that gameplay aspect.
 - To combat this, the falling-over mechanic will be changed to only happen during S2K. Thus, in a S2RP environment, it would not cause the person to fall over.
 - Furthermore, it will be changed to only cause falling over if the player is running at the time. If he's not, they will not fall over.
- Aspect
 - **Player Stagnation**
 - I believe that, due to the lack of events lately, the server is approaching a stagnation point. Players can only entertain themselves for so long before getting bored. We've been lucky to have Merlin & ARK do their political stuff which disrupts

the status quo and keeps things interesting, but we have to step up our game and jump back on this ASAP.

- **Willum:** More effort will be put into VENUCIA soon and try to launch it soon.
- **Snake Jesus:** FLYWHEEL is almost done and only needs a few things left.

- **Character Preset Idea**

- Inspired by Willard's character creation system; I propose a character preset system that allows players to skip the usual grinding process they have to do before doing what they actually want to do with the character.
- To balance this and avoid abuse, to use these presets, players first need to unlock them by completing specific actions related to them, on an existing character. In addition, players will only allowed to have one of those preset characters active at once, per category.
- A list of presets can be found [here](#).

- CJ

- **Amaria Healthcare**

- With the departure of HealthAngel, the CMU needs a new lead. CJ has taken the reigns for now, and we'll be experimenting with a new idea for the faction while we're at it. In essence, instead of having the faction just be another union, serving the Combine, it will be a large-scale corporation: Amaria Industries. Amaria will be opening an experimental healthcare division in City 8, and converting the faction to have a paid healthcare system, with a bigger focus and accessibility on research, production/workshifts, as well as the introduction of the Trauma Response department, an EMT-like sub-faction inspired by Cyberpunk 2077's Trauma Team.
- More details can be found in [this document](#).

- The Gaming Plumber

- **Quality Control Update**

- The QC team has been dealing with some minor problems that have been cropping up, but nothing major or crazy recently.
- One issue that has been happening is a lot of people want to complain about something, but are not willing to submit a

report to the QC RP Report form, be it due to laziness, or because they feel like they are ‘snitching’.

- Ulti

- **Activity Concerns**

- Some players/staff showed no activity for the entire month of February. Some of these have a registered LOA, but others don’t. These will be forwarded to Staff Managers and Faction Leads to be looked into.

- **Ideas & Suggestions**

- Various suggestions and ideas were proposed by the community.
 - Ulti: Forums Report Section
 - Agreed upon. This will help keep things organized when dealing with player reports and such. This section will need to be private, however, to avoid unnecessary drama.
 - Ulti: Forums Refund Requests Section
 - Agreed upon. Ditto - organization. No need to make this one private.
 - Ulti: Google Forms migration to the forums
 - Mostly denied. There aren’t *many* applications that could be moved over where their benefits would outweigh the effort it will take and the limitations it may bring.
 - Melonarche: Deep Sewers
 - Essentially a ‘deeper’ section or level of the sewers, similar to the one in the event box currently. As much as this would be nice, there isn’t really space to add that sort of thing at this time, unless it’s physically lower than the existing sewers. Perhaps something to explore in the future, but for now, denied.
 - Ulti: Item/Ragdoll prohibit running when held
 - Accepted for ragdolls^{*1}, denied for items.
 - *1: A server poll will be made to ask the community what they think about this change before implementing it.
 - Resilience: Change 7HW death toll in lore
 - Denied on the basis of people not giving up easily and the human spirit fighting on until it literally cannot anymore. That, and the combination of deadly Xen and Race-X aliens appearing all around the planet.

- Ulti: More strictness against discriminative behavior
 - This has been popping up here and there, and we need to take a stronger stance against it when it crops up. Obviously, jokes between friends are fine from time to time, but anything past that should be investigated and discouraged.
- Ulti: A bot that provides info and useful links on demand
 - Denied because forcing people to look up the information themselves helps them learn more about the server rather than having everything handed to them on a platter.
- **Concerns & Pain-Points**
 - Various concerns gathered by the community this month.
 - Management: Low Staff Team numbers
 - We need more people in the Staff Team, to help spread responsibilities among more people. Specifically the Administration and Event Teams.
 - Community: Server Crash complaints
 - Aspect: I'm aware of this; I'm not sure how to fix it right now, but it's on my radar.
 - Community: OTA Applications
 - These are essentially done, and OW leads will begin messaging people about them soon.
- **Remarkable Activities**
 - Various activities of interest that took place this month
 - Ash: Left the community after his character died during S2K
 - Vulkson: Left the discord over concerns that he initially kept to himself, then rejoined and asked for his roles back
 - He has not joined the server since then.
 - Merlinsclaw: Futurist Fencing Tournament event
 - Lord Beckett: Launch of the Chamber of Binders
 - Culture: The opening of a new bar, New Shinjuku
 - HealthAngel: Resigned from CMU Lead and left the community
 - Ezequiel: Resigned from Vortigaunt Lead and left the server
 - ARK & Aqua: New MCP characters
 - Lord Beckett: First COB meeting
 - CJ: New CMU Leadership
 - Aqua: New Resistance Manager

- Auster & CJ: Staff Promotions
- Aqua & Culture: Joined the Administration Team
- ARK: The opening of a new bar, The Drunken Revolutionary
- Community: Increasing political tensions
- ARK, Merlin, Aqua, Vinyl: Attempted CWU Director assassination
- Willum
 - **Affective Wounds system**
 - The effective wounds system is a bit too much currently. People fall over too easily during S2K, and their weapons are shot out of their hands too often.
 - To combat this, we'll experiment with some changes:
 - Increased shot requirement
 - Faster recovery from falling over
 - Notification when a gun is shot out of your hand
 - Leg/Arm pads add 1 more shot requirement each
 - Ultimately this system should not be removed because it helps prevent S2K from turning into a silly CS2 deathmatch and keeps it grounded, but it needs to be altered a bit.