

[\[PUBLIC\]](#)

March Staff Meeting Notes

[Saturday March 25th 4pm EDT](#)

- **Creative**
 - Working towards developing ways to allow players to set up their own events and run them.
 - Request that staff notify the CAdmin team if they notice or hear of any issues related to WorldEdit.
 - Reminders about speed build events.
- **PvE**
 - Rev 19
 - Reminder to protect grieved builds when you fix grief, if feasible.
 - Reminder that there are a number of preemptive checks, regarding player moderation, that can be performed by all staff - more information will be available at a later date to help people.
 - [Redacted] updates on progress and tasks for Rev 20.
- **Minigames**
 - The update to allow map voting is now live.
 - An issue where the losing team can vote to skip the map is being looked at.
 - The Friday minigames event has moved to a new timeslot.
- **[Redacted] update for ongoing projects.**
- **Head Admins**
 - Reminders to staff to check the forums for tasks that need picking up.
 - Recruitment: Things are fine at the moment, but we'd like to see more nominations being put forward from staff members.
 - Staff activity will be looked at again shortly.
- **Fundraiser**
 - [Redacted] updates related to build projects.
 - Play testing of some elements to begin following this meeting.