

FINAL RECORD

(12/12/20)

Meeting *scheduled* to start between 9:00 - 10:00 AM GMT, 12/12/20.

Meeting *began* at 9:40 AM GMT, 12/12/20.

Meeting *ended* at 12:30 PM GMT, 12/12/20.

Attendees:

Tobberz - *Owner*

StealWonders - *Admin*

Gelek - *Admin Emeritus*

Enoshade - *Designer*

LimeeFox - *Designer*

the_pharaohs_cat - *Designer*

Summary:

- + **Aldburg** has made significant progress, and is nearing 80% completion.
- + **Bree** has begun development, with terrain, house concepts and planning for the Prancing Pony having been completed.
- + **Grimslade** has been pasted into the **Rohan Terrain**, and the Southern area is now nearing completion.
- + The staff have begun re-evaluating paused or private projects such as **Osgiliath** and **Minas Tirith**.
- + The **resource-packs** have seen little development since the most recent release, but the team is open to suggestions.
- + The **EQ YouTube channel** is in need of content, which is being discussed by the staff team.
- + EQ's **social media** presence has improved via Instagram, however Twitter has been abandoned as a viable platform.
- + **Interviews** of members of the community are being re-evaluated and may feature in future newsletters.
- + The base of the **EQ wiki** has been developed by StealWonders on GitHub.
- + In the coming future new templates will be created for **builder applications**.
- + EQ is currently reconsidering its unsustainable **financial** position.
- + The staff team are working to solve any bugs.
- + **EpicJobs** has worked to great success. Further development can be expected.

PROJECTS: IN-GAME

Aldburg plans: Aldburg is quickly nearing completion, with 70-80% of the project complete. Currently, as it stands, most of the inner bailey is done, yet the outer bailey is still work in progress. The motte area is currently being reworked by the_pharaohs_cat and Tobberz. Tobberz has become concerned with the quality of some farm fields, therefore some fields will need to be redone - potentially warranting the creation of a field tutorial made by Tobberz.

The last stage of Aldburg will be a quality control phase, where the_pharaohs_cat and Tobberz will look through and approve or disapprove the different areas, and will commence when all areas have been completed. We aim to have the project done by March at the latest.

Bree plans: The terrain for Bree's main hill has been completed, however the surrounding terrain remains unstarted, and the project leaders are hoping to get Enoshade's help to get it sorted out. The leadership of Bree have agreed on a house design and a minimap with the plan of the whole town is available both at /warp bree and at /warp bree-assets. The Prancing Pony has already been laid out, but some additional touches to the layout are likely. By the beginning of spring, Bree leadership hopes to open the project for builders and other members of the team.

Rohan terrain: A lot of progress was made, and Grimslade was finally pasted inside an exported piece of Southern Rohan, although a few in-game adjustments are still required. With the general Southern Rohan terrain nearing completion, the staff team is now considering projects such as Dunharrow, Edoras, etc. in the future, however terrain for the whole of Rohan remains a much more long-term project, especially considering that some Northern Rohan areas could benefit from the height limit boost potential to the upcoming 1.17 Caves and Cliffs update. The staff team is also thinking about the integration of Helm's Deep and Eoford into the new terrain, the latter of which may be impossible to integrate without extensive work.

New spawn: As discussed during the last staff meeting, the majority of the staff team believes that a new spawn for the server would be beneficial. A new spawn at Helm's Deep has been made, with the use of portals to warp to completed projects, and additional upcoming information holograms. The staff team are currently considering further decorations in the hall to make the first experience of an EQ player truly memorable.

Inactive Projects: For the time being, Osgiliath (paused as of July 2020) will remain paused, pending further discussions between Tobberz and the_pharaohs_cat as to its future and any refinements to its leadership that would allow the project to recommence. Minas Tirith, which has remained a personal project of the_pharaohs_cat, will potentially be opened to members some time this year, but as with the greater Rohan terrain, this will likely wait until the 1.17 Caves and Cliffs update has been released.

PROJECTS: OUT-GAME

Resource-packs: There has been lots of progress on all three of the resource-packs, however since the release of Gondor 0.6, Rohan 0.5 and Eriador 0.3, due to Elu_Thingol's real life commitments. the_pharaohs_cat has suggested porting the progress of resource-packs over to GitHub so that both he and Elu can work on adding more textures collaboratively. With the recent removal of glass smoke from Grimslade, texture leadership is now free to adopt a further variety of glass textures in both the Gondor and Rohan packs, but still need to discuss the use of glass smoke in Setton (Eriador pack). Additionally, the staff have decided to move the mud texture currently on soul sand onto soul soil so that traversing our paths remains a smooth experience. StealWonders has also added a resource-pack command (/rp pack) on the server, meaning that it is no longer necessary to manually download and install each of the resource-packs.

The texture team still has the goal of creating custom textures for every block, both to ensure a consistent look and help bring further life to our projects. As always, we are open to your suggestions for textures in any of the packs, as well as texture submissions (which will be vetted by Elu_Thingol or the_pharaohs_cat).

Youtube plans: The staff team have and are discussing possible content to continue uploading to the YouTube channel. Naturally, we plan to continue releasing cinematics for each new project released, however we are still in need of ideas for other content, especially content that could increase our current renown and bring in new builders, for example getting YouTubers to explore our maps. We are also keen to reintroduce the build update videos from the Lockrules days of EpicQuestz, however less frequently - about once every few months. Other ideas such as streaming the creation of buildings or terrain or timelapses of builds were discussed, however they need to be further thought-out before we come to a final decision. We are also currently considering holding smaller YouTube/media meetings in order to re-evaluate our cross-platform presence.

Twitter, Instagram & Planet Minecraft plans: Following the last re-evaluation of our social-media presence, EQ's Instagram has been prospering, with at least two pictures being posted per week for the last three months, gaining over 40 new subs. As always, however, we need more screenshots to post on Instagram, so awesome screenshots are welcome in either #media-studio or the screenshot thread [\[here\]](#). Conversely, however, the EQ Twitter has been largely abandoned, due to the lackluster return when consistently tweeting. The team also briefly discussed converting some of our maps to PE to increase our map-making presence, however this is extremely low priority and can be done by any member of our community as they please.

Newsletters & Interviews: After the last staff meeting we have seen a number of guest editors successfully contribute to our fortnightly newsletter, creating a further element of community in the newsletter. As also discussed last meeting, we are still keen on featuring interviews of members of the community in the newsletter, for example an interview with the leadership team, however this idea needs to be further reviewed and evaluated by our editor-in-chief dog_lover11.

EQ wiki: Following the last staff meeting, StealWonders has been developing the base setup of an EQ wiki on GitHub, potentially featuring guides, explanations, project information and server history. The general idea of this project is for members of the staff, and potentially members of the community to be able to add further information to or create new pages if necessary, however this would require each said member to understand GitHub.

ADMINISTRATIVE CORNER

Assessment templates: *Due to the partial success of the assessment templates during the application process, we plan to keep assessment templates up-to-date with the current projects in order to allow new members the opportunity to become familiar with the server's current style. We are currently considering integrating the jobs plugin into the tutorial in order to familiarise new players with the jobs plugin before they use it in real projects, however this needs to be discussed further.*

Finances: *While in general the finances of EQ have been in a good position, we are realising that the one-off donations we have been receiving recently are unsustainable in the long-term, and we are considering adding a subscription service in order to combat this. As of 2019, we received only \$11 from downloads, averaging \$1.5 a month.*

Donation perks: *The staff team is currently considering adding new donation perks, both above the current perks and to replace broken perks, such as individual worlds for top donors or customisable particle effects.*

DEVELOPMENT CORNER

Bug fixes & New plugins: *Since the last meeting StealWonders has worked to squash many pesky bugs on the server. Recently a new warp plugin was installed on the server, allowing for categories for warps, however further evaluation of this is required to optimise it, e.g. tweaking the current particle effects.*

EpicJobs development: *Since the completion of the jobs plugin it has run near perfectly, being used on every current server project to great success. We are now considering optimising commands so that they are easier to type, however the addition of other features such as job stats, in-UI feedback and more advanced job searching and filtering remains more important.*

Website: *Since the last meeting the website has been updated once again, and is now working smoothly.*

CLOSING

Additional notices: *In the future we will continue to hold meetings, however hopefully more frequently to allow for further organisation, although this depends upon server activity. In future meetings we hope to discuss the upcoming 1.17 update, and how to "become famous".*