

ScoutLink Minecraft team meeting

Saturday 6th February 2016 22:00 UTC

Minutes by Sheldor (Developer)

1 Present

Attended: lillelykke (Coordinator), Sheldor (Developer), CSmith (Developer), justdave (Developer), Ben (Moderator), mumbles (Moderator)

2 New agenda items

2.1 Status

The aim is to open the server to the public within the next week.

2.2 PMs/in-game mails

In-game private messages will be disabled until further notice while some privacy issues are being fixed. In-game mails will be disabled permanently.

2.3 Games in game world

Games ideas and methods of deployment have been suggested. These will be discussed in more detail during the next meeting. This is to allow the server to be opened to the public, and for any new issues to be resolved so that the server is definitely stable.

2.4 Server economy

Economy will be disabled. This will be revised during the next meeting, or following a high demand by scouts for economy and trading to be enabled.

2.5 Minecraft Pocket Edition server

Sheldor will look into this and produce a proposal ready for the next meeting. The PE server will need to be integrated with IRC or this will definitely not go ahead.

2.6 Old server

There are no backups available of the old server.

3 Council meeting

3.1 Minecraft-specific day

There will be a suggestion for a Minecraft-specific day to host games/activities. This will be promoted to scouts via the website and social media.

4 AOB

4.1 City

This will be discussed during a future meeting.

4.2 Unofficial Minecraft badge

Lillelykke will look into this and discuss during the next meeting.