General feel about server after rebrand:

Server status:

Bit inactive

Forum:

Some threads are a mess, and below qualitative standard

Need **more** quality content. Focus on the “**more**” at first.

Sparky:

Works, but it's a mess, Izu’s rewrite (completed ~end of May), hopefully much less of a mess. Roadmap: https://github.com/cf-official/Sparky/issues

Staff State

Izu:

* Doing:
  + Working on sparky rewrite
* Wants to do:
  + User requested authentication, high flying retards

Jedi:

* Doing:
  + General chat moderation
* Wants to do:
  + Start on basic Java tutorials

Hag:

* Doing:
  + Chat moderation
* Wants to do:
  + No clue

CHT:

* Doing:
  + Chat moderation
* Wants to do:
  + Forum moderation

Emzi:

* Doing:
  + Nothing/Inactivity, due to uni
* Wants to do:
  + Work on guides / The Bi-weekly challenge

Server activities (Growth related?)

Create a **bi-weekly challenge**, in the style of “adventofcode”.

* Each challenge solvable in 10-20 minutes or so.
* Winner(s)
  + How do we determine a winner?
  + Winner gets featured in a video explaining said puzzle (?)
  + Gets reputation (?)

Making videos (?) :

* CHT doesn’t mind making them.
* Contents of videos need to be harder and unrelated to `starting a bot`.
  + Something cool/special:
    - Music
    - Databases / Currency
    - Image Sharp
    - Suggestions from community?

Competitions:

* Hold a “competition”-competition at first to:
  + Get a general view of what the community may want to participate in
* At some point let users manage competitions by themselves(?)

Around CF:

* Fix some kind of currency
  + Link reputation from server to forum (?)
* Top leaderboards showcasing rep stats per week/month/year