

# york.games Meeting Minutes

## Attendees

### ShockSoc

Joe Butler  
Alex Marchant

### HackSoc

Aaron Christiansen  
Zek Bethel  
Ash Holland  
Daniel O'Brien  
George Grasham

## Minutes

- There's a presentation summarising york.games
- We have:
  - A VPN/SSH system
  - A control panel
  - 4 servers
- HackSoc input
  - LM: We're not getting as much as we like
- Website has some problems
  - Not a fan of the logo
  - Lots of fonts
  - Icons aren't really consistent, but the general icon layout might be able to work
  - Should add a Discord link in the corner
  - Aim for the website should be to have as little "dynamic content" as possible
  - JB: There should be events, install instructions, etc
  - Accordion on Servers page is good, probably shouldn't be hidden away on a page
  - Would be good to have a widget of people logged in
  - HackSoc have many people with web design experience, so would be good to add some of those to the repo and start making changes
  - Should probably link to the ITS page about VPN, because they're changing how the VPN works soon
  - Should move to GitHub Pages
- Website mockup
  - Created by LM

- JB really likes it
  - It would be a bit bright when it's late, we could do something to make it dark theme at certain times?
    - There is already a dark theme stylesheet
- Collaboration
  - We could create a GitHub organisation
  - Add longer-term collaborators to it
  - (Accept PRs for one-off changes)
- "50/50 split server" wording
  - There are 4 servers
  - They are *shared* rather than *split*, which would be a better fit
- Discord
  - What channels do we want?
    - Not sure we need an idea channel
    - Should add a web development channel, and server administration channels
  - Should add an extra role for server managers which isn't an admin
  - Adding a bot for statuses might be nifty
  - Could bridge certain channels to Slack
  - Probably want to clear out some channel clutter
- Game server ideas
  - Minecraft
    - GG: snapshots?
    - LM, JB: probably better to use stables instead
  - Modded Minecraft
    - 1.12 is a good version
    - Could use 1.7 since many modpacks are more mature
      - LM happy to run old versions if they're more stable
    - JB: Could ask which modpack using a poll
  - Factorio
  - Terraria
  - Space Engineers
  - LM: probably don't need more than 3 servers to start out, we can add more later based on feedback
  - DO'B: Could do rotating server at some point
- Players outside uni
  - They need to be on campus (or VPN-ing), so that's not possible
  - ITS probably wouldn't want to open to the Internet
- Further involvement
  - GG has experience managing Minecraft servers
  - GG and DO'B know people who could manage Factorio servers
  - Can mention in Slack for if people want to get involved
- Launch
  - Start of summer term
- Advertising
  - Can advertise within electronics

- They already have a slide on the electronics boards
- Could go on the newsletter
- Can ask about CS boards
- GG: can contact FragSoc
  - JB: They don't like it so maybe not a good idea
  - Probably because they have their own server which isn't too successful
- Other societies
  - Worth getting in touch with DevSoc
  - Keep nagging MathSoc
  - Could contact CyberSoc