

york.games Meeting Minutes

Attendees

ShockSoc

Joe Butler
Alex ?

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
 - 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 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
- Worth getting in touch with DevSoc
- Keep nagging MathSoc
- CyberSoc?
 - Not the best to collaborate with in the past