

# TODO

## June 19 Weekend Hacking

- Test Lands and other plugins on mcdev
- Better lobby gate status text for linked but still denied users
  - Seems like this either requires getting nashorn in java 16, or switching to skript/custom placeholders.
- Fix "Minecraft Server" text in all local chats/update server name
- Fix `#{CFG_SERVER_NAME}` showing up in Plan again
- Add server boosters to VIP ranks, figure out how to link to discord roles
- Put things on github
  - Website
  - Systemd service files
  - Scripts, especially the runes
  - Ansible?
  - This task tracker -\_-

## General

- Skript replacement for `/giverune`, `/takerune`, custom placeholders
- Fix waterfall DNS
  - Maybe we need to use static IPs in docker now? Gross.
  - Probably need to actually patch waterfall to not cache DNS responses
- More villager defense maps
  - Redstone City (WIP)
  - Channelside (After we finish the season)
- Replace DiscordSRV with a network-wide discord chat
  - Or at least, send server-local lobby chat to Discord channels
  - UPDATE: It looks like this could be easily done by updating VentureChat to send messages to empty servers instead of just ones with players.
  - UPDATE THE SECOND: Nope, need some kind of out-of-band messaging system, alas. We already have redis installed and the channel protocol seems inter-server-protocol agnostic..

## 1.17 Plugins to test

- Lands - <https://www.spigotmc.org/resources/lands-land-claim-plugin-grief-prevention-protection-gui-management-nations-wars-1-17-support.53313/>
- PI3xMap - <https://github.com/pl3xgaming/PI3xMap>
- Chunky - <https://www.spigotmc.org/resources/chunky.81534/>

- ChunkyBorder - <https://www.spigotmc.org/resources/chunkyborder.84278/>

## Other 1.17 tweaks

- Vanilla Tweaks Duraping datapack
- Vanilla Tweaks XP Management datapack

## Adventure

- Currency/grist on adventure map
- Classes on adventure map

## Done Items

- Rebuild lobby/network so discord linking gets you a rank and is no longer a requirement to play
  - Update backup script to include all server worlds
  - Make a malloc.gg frontpage ~~that pulls random images from the screenshots channel~~  
*turns out the discord api is harder than I thought for something this simple*
  - Villager-defense lobby
  - Fox vending machine command block in lobby
    - `/summon fox 157.5 85 167.5`
  - Fix linking instructions on bedrock to actually include the `/discord accept` command
  - Alias `/accept` to `/discord accept` on the lobby
  - A version of Regions that uses XP instead of charges
    - UPDATE: Seems more fun than charges! Need to retool how post upgrading works though first.
  - The 1.17 worldgen datapack
    - UPDATE: Dev server has it installed, seems fine, need to investigate convertibility to 1.18 worlds if possible
    - Word on the street is 1.17 isnt but 1.17.1 will be
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Revision #16

Created Sat, Jun 5, 2021 4:34 PM by [tdfischer\\_](#)

Updated Wed, Jul 21, 2021 3:39 AM by [tdfischer\\_](#)