

7/28 Update

Proposed Changes

- First-time player announcements
 - Fireworks/something in lobby
 - Broadcast message
 - Longstanding bugfix: Disable "\$PLAYER has joined the game" messages in all servers, since GlobalBell does that already.
 - Spawn-on-join in creative server
 - Future work: create dedicated creative lobby with sandbox instructions, portal to ancient caminus world
 - Add a delay to donor fireworks, so players who donate get to see them when they join and the world is loaded
 - Fix/remove cloud emoji in discordsrv config
 - Update menu items in lobby
 - /spawn
 - WorldSystem commands
 - New graves plugin: AngelChests
 - Update menu items for new /ac commands
 - Fix player prefix inconsistencies in chat formatting
 - Update JumpPads in lobby
 - Add cosmetics to creative and villager-defense servers
 - Switch GadgetsMenu to use SQL instead of permissions
 - Update Luckperms meta-value-selection field to fix chat hover text pulling from the wrong group meta value <https://luckperms.net/wiki/Configuration#meta-value-selection>
 - Also write hover text for the rest of the roles
 - Actually implement telegraf charts for the player stats
 - Hide adventure server from tablist
 - Draw up icons for lobby, creative, malloc servers in tablist
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Revision #1

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