

# Decisions from Previous Meetings

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## Notes and Explanations

This section explains many of the language, symbols and other things about this document.

- When referring to previous decisions, the document will use a special symbol described here: Meeting/Section/Item. For example, item a in section 1 in meeting 1 is “Housing system not formalised” and is noted as 1/1a in the rest of the document.
- The names of parties and what they refer to are listed here:
  - “The development team” refers to all the people who can participate in the meeting. These people all work together in good faith to ensure that the proper decisions get made, and work to build in BenEm.
  - “The Emperor” refers to Benjamin, the creator of BenEm, that has ultimate authority and jurisdiction over all decisions, rules and laws in BenEm, and surrenders parts of his power to the settlements in order to carry on the common will of BenEm.
  - “The planner” refers to Johngi, as defined in 1/3g, who wrote this document, plans most parts of BenEm, ensures that the system works, is responsible for all items in meetings and answers all concerns and suggestions in meetings. In return, he cannot be forced to do work in the minecraft server, and is responsible when the development team fail to make progress in a meeting.
  - A “Settlement” refers to a group of buildings, managed by a common body, that is inside BenEm, and “The Settlements” refers to all such entities that follow the aforementioned description. These settlements are ranked by ranks defined in 1/2e.
  - The document may create new definitions not written here. In this case, they will be clearly defined, and, whenever mentioned afterwards, will be accompanied with a symbol noting the specific item.

## 1st Meeting at 6/10/2018

This was the first official meeting, done at the Wallugi meeting centre. More info and documents here:

- Agenda:  
<https://docs.google.com/spreadsheets/d/18TB11yyLaIMxSaWUHVeumQNnTgGuMF1D2AP6TkBgIIA/edit?usp=sharing>
- Separate results page:  
[https://docs.google.com/document/d/1yAFx6yUA8TEIEYtw-tqEKAktOqBJ\\_PSwuUi1VlqESLA/edit?usp=sharing](https://docs.google.com/document/d/1yAFx6yUA8TEIEYtw-tqEKAktOqBJ_PSwuUi1VlqESLA/edit?usp=sharing)

- Area Ranks (under 2e in this meeting):  
[https://docs.google.com/spreadsheets/d/14DGlb5aUWxmhmp18dHqvtc09Xy\\_ZeGXXfMc5T54oyuk/edit?usp=sharing](https://docs.google.com/spreadsheets/d/14DGlb5aUWxmhmp18dHqvtc09Xy_ZeGXXfMc5T54oyuk/edit?usp=sharing)

## 1a. Housing system not formalised

The development team have agreed to:

- Name all the streets in Benjaminsstad with some recognisable name or number that is unique from all other streets in the same city and ideally the empire,
- Give the responsibility of this street naming to the owners of the settlement,
- Not require all settlements in BenEm to do this unless they are big enough where this becomes an issue.

The development team have recognised the incompleteness of this item in 3/3a.

## 1b. Laws not clearly available

The development team have agreed to:

- Require all settlements to have some clearly available place in the town to display all the rules and laws on signs,
- Display all the general rules in the BenEm page, and recommend that all settlement wiki pages display the rules somewhere in the wiki page

The development team have partially completed this.

## 1c. Wiki pages on the lesser settlement

The development team have agreed to:

- Make sure each and every settlement has a wiki page,
- Connect each BenEm settlement wiki page to a category corresponding to their area rank (defined in 1/2e), all of aforementioned categories grouped into one wiki category.

The development team has completed this.

## 2a. Station Designs

The development team have agreed to:

- Let the leader of each town in the new Kalanchevskaya line, which in this document will be defined as “InterCity 1” to save space, decide the design and layout for each station, including walls, ceilings, floors and entrances,
- Require that each station all work using the FRS (Freedonia Railway System) track design, since InterCity 1 will be connected to the FRS.

The development team have not yet constructed the stations, and this rule is modified in a later meeting.

## 2b. DOT Mall

The development team have agreed to:

- Allow the building of such mall, as long as it is built in snakville or new snak city, to attract people to these outer cities.

DOT mall is almost complete.

## 2e. City Building Priority system (CBPS)

The development team have agreed to:

- Create a new area rank system, that ranks settlements according to their influence, population, history, culture, style and look. This ranking system will have these ranks:
  - Hamlet: The Default level given to all settlements that have joined BenEm before being properly ranked. This is also given to all settlements that have just been started in BenEm or are too little to deserve a proper title.
  - Village: A small settlement, that, while not big, is certainly developing and active.
  - Town: A large settlement that has plenty of buildings and is starting to develop some population, cultural significance, and history.
  - City: A massive settlement that is in some way significant, and contains at least moderate amounts of style, culture, history and looks. This is a special rank, given to only the most developed and stunning of settlements in BenEm.
- Give these ranks to cities not by strict guidelines, but by the proper judgement of the development team, which must consider fairly all the reasons why a settlement should be promoted or demoted,
- Create a system by which a settlement is prioritised by their rank and can request assistance, which will be prioritised over all other requests of assistance from inside and outside BenEm. All requests, however, can be canceled by the emperor if he sees fit.

The development team have yet to implement the CBPS, but have implemented the area rank system.

## 3f. Meeting centres

The development team have agreed to:

- Recognise all built meeting centres inside BenEm as viable meeting centres for the team,
- Use aforementioned meeting centres depending on the situation and discretion of the team.

## 3g. Johngi

The development team have agreed to:

- Recognise Johngi's title as the official planner of BenEm,
- Recognise and give authority over the Trello page and meetings,
- Give him authority to manage meetings, create agendas and manage the items on them,

- Recognise his authority over all of the aforementioned items as under the discretion of the supreme emperor

Johngi has agreed to:

- Leave all his decisions to the discretion of the emperor,
- Surrender all of his authority to the emperor and the development team if commanded by the emperor and the emperor alone,
- Take all responsibility for failures and disagreements in meetings and planning pages.

## 2nd Meeting at 1/12/2018

This was the second official meeting, done online. More information can be found below:

- Agenda:

<https://docs.google.com/spreadsheets/d/1a1vAqECIipYAhNOH6c1aQlg0NGDSB0P6RTsIM1QWED0/edit?usp=sharing>

### 1b. InterCity 1

The development team have agreed to:

- Build each station in each settlement, then connect them with rail lines,
- Give the responsibility of building the station to the owners of the town, which are restricted by the decisions in 1/2a, and the rail between them to the development team as a whole,
- Build the FRS link as a final project, to be done after the rest of the line is finished,

The development team have yet to properly start on the project.

### 2a. InterCity 1 Station Design

The development team have agreed to:

- Respect the judgement of settlements if they do not want a station in their settlement,
- Build a station near, but not in, Merchilles, even though it is inactive, to serve as an asset in the claim of the region and a manifestation of power.
- Use these rules as an extension of previously defined rules about InterCity 1, defined in 1/2a and 2/2a.

## 3rd Meeting at 8/12/2018

This was the third official meeting, done on discord (on a private chat room). More information can be found below:

- Agenda is [here](#)

### 1a. Meeting results to residents

The development team have agreed to:

- Make the results of all meetings public, so that it is easily accessible on the discord,
- Not release the original chat logs.

## 2b. Space Centre

The development team have agreed to:

- Build a space centre nearby jibtopia, principally made out of wool and clay,
- Make the land on which the space centre will be on a benem territory

Here is a draft picture of the space centre. The area labeled “A” will be administration buildings, the area labeled “B” will be an Assembly Building for spacecraft (“VAB” for short) and the area labeled “C” will be a launch pad.



## 3a. Past items that are not completed

The development team have agreed to:

- Try in good faith to reach the goals previously set for them,
- Principally give the most effort to a street naming project in Benjaminsstad.

The development team have started work on this.

## 3b. Intercity 1 and Intercity 2

The development team have agreed to:

- Recognise all decisions and corrections in previous meetings, and use this as an extension of previous legislation,
- Build the tunnels and the rail stations at a minimum height of y32,
- Create a new line called “Intercity 2” that runs from Benjaminsstad to KSCCity to Winterstad, due to the fact that Intercity 1 does not stop at KSCCity.