LOCKED CRAFT LEGACY ORGN.

A Canadian Non-Profit Organisation founded by the LockedCraft Network's Final Administrative Team.

Preserving the memory of the original LC's service whilst working towards providing the LC community with a sense of closure

ACCOMPLISHMENT RECAP

A LOOK BACK AT THE LCLO'S EFFORTS OVER THE LAST THREE YEARS (FEB 2018- FEB 2021)

As Written January 18, 2021

BACKGROUND

It was on February 03, 2018, that the LockedCraft Legacy Organisation (as a UNPA) started to work on its goal of "preserving the memory of the original LC service whilst working towards providing the LC community with a sense of closure".
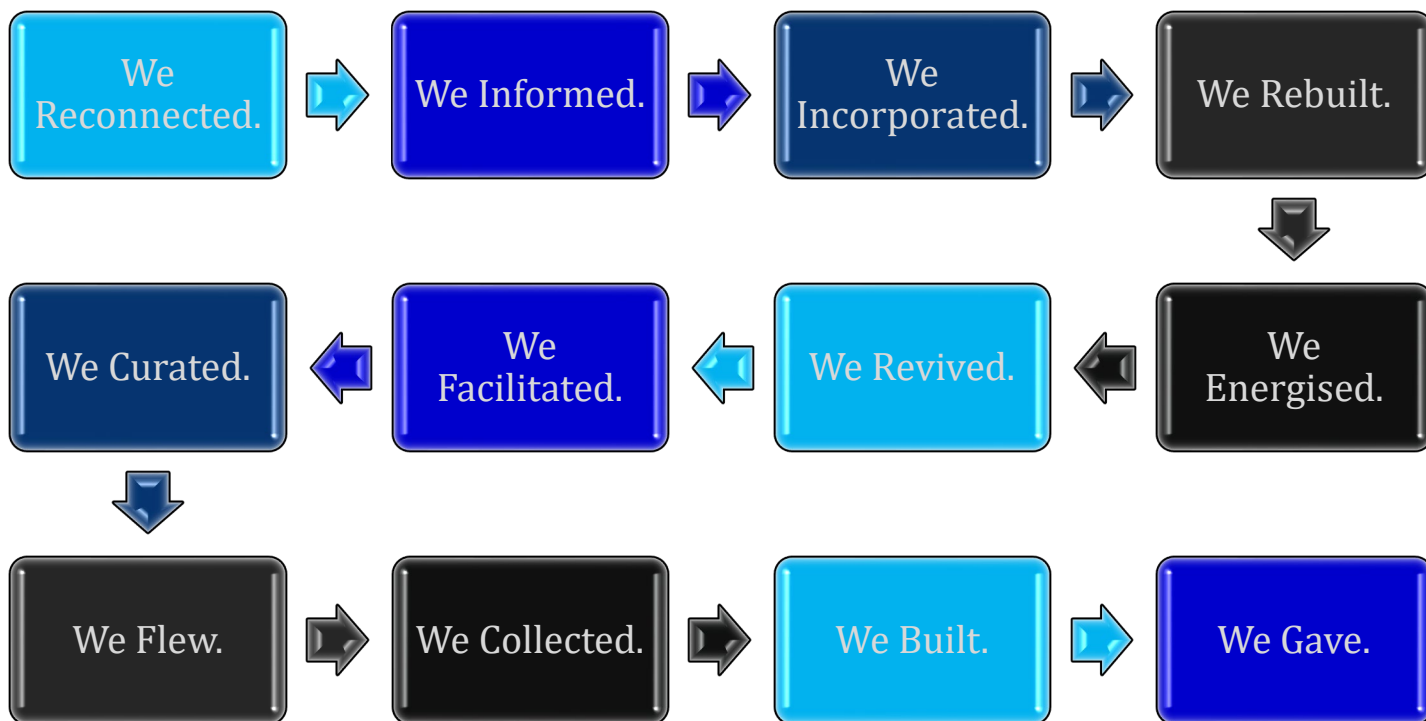
Hundreds of hours of work, and thousands of dollars later, we now feel that have almost reached that goal; our public facing archives now feel complete, and all five of our reunion segments are developed and (nearly) complete.

Over the last few months, we have brought up our sunk cost and time figures a lot… but what do they truly mean? Why did it take us close to $7 000 and over 600 hours of effort to accomplish our goals? To answer that, we welcome you to this.

This is our final document… it is our biography, and in it, we will summarize every task we have accomplished.

TIMELINE

SUMMARY

We Reconnected. → We Informed. → We Incorporated. → We Rebuilt. ↓

We Curated. ← We Facilitated. ← We Revived. ← We Energised. ↑

We Flew. → We Collected. → We Built. → We Gave.

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We made the first community website.	We made the Related Alternative Servers Program	We acquired mc-smp.com and lockedcraft.com	We remade the LC, CG, and BPVP websites.
We have operated LC's discord & wiki for three years.	We made a non-profit, and signed contracts.	We rebuilt the community.	We edited a cinema retrospective of the community.
We un-corrupted and updated LC's old data.	We remade and emulated LC's KitPVP gamemode.	We recovered hundreds of hours of LC YouTube footage.	We rebuilt, remade, and emulated LC SkyWars
We recovered dozens of documents.	We emulated LC's hub.	We obtained, ported, mapped, and showcased LC's final map.	We made almost a thousand StarGate portals.
We calculated an entire economy.	We built, terraformed, edited, and integrated millions of blocks.	We recreated and updated SMP's backend from 2013.	We rebuilt, remade, and hosted SMP Towny for a month.

Three Years.

Nine Contributors.

Six Hundred Hours.

Seven Thousand Dollars.

One Project.

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DETAILS

We reconnected the community.

- **We started with an enjin site; one we paid for for close to a year.**
  - We designed a custom theme, and used the site to further the archival portion of our mission.
  - We redirected the expired lockedcraft.com Enjin to this new site to inform the community what had happened.
- **At some point later that year, we decided to implement the Related Alternative Servers Program.**
  - With this program, we incentivised the creation of servers that would carry on LC's memory.
  - We also made a prominent listing of servers related to the original -- player servers, remakes, suggestions, etc.
- **We have been keeping financial records since this time -- 2018.**
- **We recruited a core staff team of likeminded players with an interest in our mission.**
  - All members of the core team have now been volunteers with our organisation for serveral years.

We informed the community.

- **When it became available, we acquired mc-smp.com, and developed a website to host on it.**
  - We expanded our communication outreach
    - We have monitored the contact@mc-smp.com email for over two years!
  - We expended considerable archival efforts; we have retrieved assets including:
    - A collection of all posts from the time of the server's 2016 shut-down
    - A listing of all towns on SMP, and their members, at the end of 2012.
    - A nearly all staff, ever, and a collection of LC's old forum signatures.
- **We took over operation of the LockedCraft Wiki**
  - Originally a community-created initiative from circa 2013, we expanded lockedcraft.wikia.com to include a breadth of information about the server; at its peak, the LC wiki was the #1 search result for the term "LockedCraft"

We became a non-profit.

- **Legally "The LockedCraft Legacy Organisation", we are a non-profit.**
  - We engaged Lawyers to understand the implications of Graf's intellectual property.
  - We incorporated as a Canadian Federal non-profit under the Not-For-Profit Corporations Act.
- **We created branding material for internal and external documentation.**
  - We tracked down LC's original font, logo texture, open-source lock-logo, and more.
    - We created distinct yet recognizable branded materials explaining the intricacies of our project.
    - Thus far, we have written well in excess of ten thousand words in explanatory documentation.
- **We recovered LockedCraft.com, and re-created LC's web design from scratch to host the concluding msg**
  - We were on standby to purchase it when Graf's ownership expired; unfortunately, so were numerous squatting companies with considerable botnets.
  - A squatting company had acquired the site, and attempted to resell it for over $20 000;
- **We have entered into contracts with several parties, and have shipped trinkets internationally.**

We rebuilt the community.

- **We assumed full ownership of, and operational responsibility for, the original LC discord**
  - We have managed and operated that discord for three years; we have added new documentation, hosted events.
  - At the time we assumed control of LC's discord, it had less than 100 users; we have grown it 300%.
- **We hosted a large community building event, and won 4th place in Enjin's Build Contest.**
  - During that event, dozens of users showed up -- and we sustained a concurrent playercount of c lose to 10.
- **We re-developed the Related Alternative Servers System into a custom application.**
  - The new system, written in pug, can be found here.
- **We directed hundreds of former LC players to our efforts.**
  - We hosted a server containing directions to our discord on all known LC IPs for over three years.
  - We sent a site-wide announcement to 300 000 users on the original site informing them of our efforts.

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We Energised Nostalgia.

- **We compiled our Cinema Epic, "The Nostalgia Project: Revisiting LockedCraft".**
  - Our team watched every video ever recorded on the server, and edited it all together to visually tell the server's story.
- **We engaged a professional record label to licence rights to a soundtrack that perfectly fit the server's history.**
  - The soundtrack had ups, downs, and rhythms that perfectly coincided with the server's history.
  - To obtain rights to this, we needed to sign a contract with a California label, and send financial documentation via mail.
- **We converted clips and edited that Epic.**
  - Featuring many dozen clips from an equal amount of creators, we converted all clips into an offline format.
  - Featuring hundreds of drafts, cuts, and audio manipulations, we spent many dozen hours on this project.
- **We contacted our past YouTubers**
  - We found email addresses for dozens of former LC youtubers, and sought permission to use footage from each and every one of them.

We Revived LC's Back-end.

- **We took half-decade old playerdata and brought it into the present.**
  - We imported hundreds of thousands of player nodes from a flatfile into modern formats., and manually corrected hundreds of irregularities.
  - We wrote software to convert hundreds of thousands of usernames to UUIDs based on implicit timestamps and associations and put them in a DB.
- **We manually recovered thousands of non-smp playerranks.**
  - Using a mixture of scripting and manual intervention, we compared thousands of user IDs against LC's then-operational buycraft API.
  - We manually watched dozens of YouTube videos to determine top-rank ownership (API non-compatible).
- **We modernized LC's various punishment logs into a custom-scripted, searchable, Early Warning System.**
  - Based on timestamps, thousands of entries from five formats were combined into a central system
  - Hours were spent correcting typos from past staff and manually assigning a severity and category marker to each offence.
- **We wrote and deployed software to integrate the Early Warning System into the server's backend.**
  - Staff-side flags were available for all offenses, and specific policies were developed to take that into consideration for punishments.

We Facilitated Competition.

- **We re-built LockedCraft's kitPVP gamemode.**
  - We acquired old schematics of KitPVP's map assets, updated them to a version with stable server software, and integrated them into one central world.
- **From memory, we reverse-engineered an exact emulation of KitPVP's plugin build.**
  - We found, decompiled, tested, and custom-configured (from the ground up) a group of 42 plugins that exactly emulated KitPVP's behaviours.
  - This involved editing, testing, and integrating nearly a thousand lines of configuration, and an expansive, carefully thought out, permission web.
- **We researched the server's kits, progression, economy, etc.**
  - This was derived from watching dozens of youtube videos that had been recorded on the gamemode.
  - We also derived a good portion of this information from staff-side documentation that had survived the original.
- **We operated and staffed the event for two weeks.**
  - We developed and deployed four hot-fixes during the event to improve gameplay balance and function.
  - We coordinated schedules to facilitate 24/7 on-call staffing for two weeks.

We Curated the Past.

- **We recovered, paid for, and presented the old LC website for a month.**
  - We edited all forums, ever, to be publicly viewable.
- **We made an exact re-creation of CraftGrounds first website, complete with past posts.**
  - Using data from the Internet Archive and inferences of software available at the time, we re-created an exact copy of CraftGround's first site.
- **We recovered, paid for, staffed, and presented BrutalPVP's website for a month.**
  - We tracked down enough (permissioned) former BrutalPVP staff to safely host the old BPVP site for a month.
  - We leveraged those staff to edit the site in such a way as to make it publicly viewable in its entirety.
- **We compiled a playlist of every video ever recorded on LockedCraft**
- **We hosted a live watch-a-thon of every major video and series of the old server.**
  - Through some of our youtuber partners, we were able to include many videos that had previously been unlisted.

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We took to the skies!

- **We manually re-created LockedCraft's SkyWars gamemode.**
  - From watching many old YouTube videos from LockedCraft's skywars gamemode, we managed to make an exact re-creation of both the spawn, and the islands.
- **From memory, we reverse-engineered an exact emulated recreation of SkyWars' gameplay.**
  - We found, decompiled, tested, and custom-configured (from the ground up) a group of 30 plugins that exactly emulated SkyWars behaviours.
  - This involved editing, testing, and integrating several hundred lines of configuration, and an expansive, carefully thought out, permission web.
- **We researched the server's past kits and mechanics.**
  - We also derived a good portion of this information from staff-side documentation that had survived the original.
- **We operated and staffed the event for two weeks.**
  - We developed and deployed two hot-fixes during the event to improve gameplay balance and function.
  - We coordinated schedules to facilitate 24/7 on-call staffing for two weeks.

We collected old memories.

- **We located a copy of LC's Original Hub build, and imported it into modern versions.**
- **We obtained a copy of LC's final 1.8 SMP map, and made it accessible for all.**
  - We updated it to a version that would be stable when connected to a modern proxy.
  - We manually found every build on that map, created over 250 StarGate portals, and linked them all into the Nexus.
  - We made the map explorable, and created a plugin build that effectively froze everything in time.
    - The massive 20gb+ map now has virtually no performance impact.
- **We mapped the world.**
  - Using an overviewer script, we created a 2d top-down map of every dimension, and hosted it on our webservers.
  - We created scripts to transfer every stargate portal, every warp, every bettershop, and every masterwarp onto the online map.
- **We obtained and ported a collection of old assets into modern versions.**
  - We obtained LC's first three spawns, including the famous Praeclarus.

We made new memories.

- **From a 1.8 reference, we engineered a plugin-build for SMP that offers the same, and even improved, experience one would have had on LC 1.5 SMP.**
  - We manually looked through every functional plugin on the entirety of spigot's repo as of 1.15 to determine what would offer the best possible experience.
  - We found, decompiled, tested, and custom-configured (from the ground up) a group of 53 plugins that bring SMP's experience into the modern era.
  - This involved editing, testing, and integrating several thousand lines of config, and implementing a very expansive and planned permission web.
    - To aid in planning our permission structure, we wrote custom software to show inheritance visualizations.
- **We created forks and new plugins for every situation where SMP's original use case could not be met.**
  - We forked Stargate and Playerz, both for which we are now the foremost spigot resource; we added underwater portals!
  - We created a new java plugin, from scratch, to resolve an incompatibility between two of our most important plugins, and wrote MethodScript patches.
- **We performed advanced mathematical models to ensure our economy was balanced for all.**
- **We imported many assets collected above into a central map, with a seed carefully selected for logical space.**
  - We re-built LC's 1.6 spawn from a collection of youtube videos, and integrated them; we edited hundreds of millions of blocks, terraformed thousands of chunks. and recreated the functionality behind dozens of events.

And we did it for free.

- **All expenses incurred for this project came out of pocket (primarily from one person)**
- **We have:**
  - Retained and consulted lawyers, entered licencing contracts, and registered a non-profit.
  - Obtained mc-smp.com and lockedcraft.com
  - Collectively paid for many months of Enjin sites, including the original LCLO site, the LC site, and the BrutalPVP site.
  - Hosted a variety of web and java servers for three years on a rented collection of virtual private and dedicated equipment.
  - Purchased fourteen premium server resources, with a total cost in the hundreds.
  - Procured and internationally shipped memorabilia for events and the like.

- **If you appreciated our efforts, experienced nostalgia, reconnected with old friends, or made new memories, please consider a donation**
  - *mc-smp.com/contribute*

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APPENDIX

OUR WORK INCLUDED (LINKS)

https://mc-smp.com

https://lockedcraft.com

https://maps.mc-smp.com

https://ras.mc-smp.com

https://www.spigotmc.org/resources/stargate.87978/

https://www.spigotmc.org/resources/playerz.87946/

https://github.com/the-lockedcraft-legacy-organization/lc-main-site

https://github.com/the-lockedcraft-legacy-organization/lc-ras

https://github.com/the-lockedcraft-legacy-organization/LockedCraft-Portal-Collection

https://github.com/the-lockedcraft-legacy-organization/Stargate-Bukkit

https://github.com/the-lockedcraft-legacy-organization/ParamnesticCure

https://github.com/the-lockedcraft-legacy-organization/Playerz_v3

https://github.com/the-lockedcraft-legacy-organization/TownyChatPatch

IMAGES

PLEASE VISIT

https://imgur.com/a/qhfB4iS