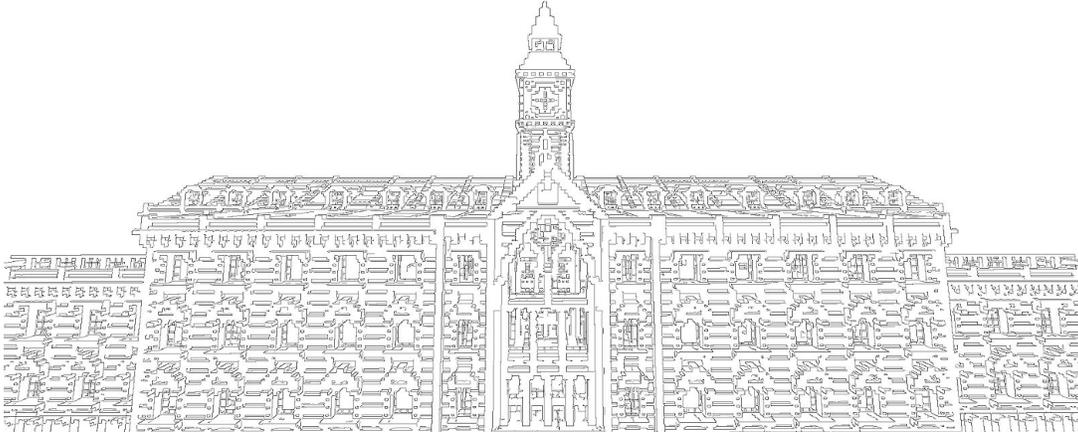




Parliament of
Woly Haven



House of Representatives

Hansard

Saturday, 16 June 2018

Session 5, Quarter 2 of 2018

Original report written by:

SilverWolv

Grass_Jelly

Hinwapoon

16 June 2018

Ninth Parliament

Elected Members of Parliament

Name of Member	Role (If Any)	Affiliated Party
Grass_Jelly	Prime Minister	FWH
minebuilder1223	Chief Minister of Gardellia	FWH
hinwapoon	Deputy Speaker	FWH
TheLamborghini		FWH
VincentLUMCFan	Minister for Home Affairs	FWH
_ezzo	Minister for Foreign Affairs	FWH
disCackle		FWH
MC_Dunc	Leader of the House	DEM
Mystiquely	Minister for Infrastructure	DEM
Starcubed		DEM
sambrose		CEN
mopistudios	Leader of the Opposition	CEN
Tony515		CEN
HurricanePanda08		CEN
autobus22		HGP
Guyswhosbadatmath		HGP
_sSamuel		HGP

All other names mentioned in this document are non-party affiliated.

Bills tabled

Bill Name Proposer	Bill No	Stage of Consideration	Outcome (Ayes/Noes)
End World Addition Bil Sambrose	18202	First Reading	Debate Adjourned
Background Checks (Previous Offences) Bill Minebuilder1223	18203	First Reading	Debate Adjourned
Armour Stand Tools Plugin Implementation Bill Mc_Dunc	18204	First Reading	Debate Adjourned
Foreign Relations (Amendment) Bill Autobus22	18205	First Reading	Debate Adjourned

Motions tabled

SilverWolv To move that parliament discuss about the draft security agreement between the WolvHaven and MRT servers

SilverWolv To move that parliament discuss about implementing a policy that punishes WolvHaven members for misbehaving on the MRT

The **SPEAKER (Hinwapoon)** took the chair at 13 45 and read prayers.

18202

End World Addition Bill

The SPEAKER: End World Addition Bill. since the bill proposer is not here would one of the member of the opposition deliver the opening speech?

Autobus22: This bill proposes the long lived member wish to introduce the End bill to the server.

PRIME MINISTER: Thank you Mr. Speaker, I, for one, support this bill and think that it is, and will be, a welcome addition to the dying survival aspect of our server. It will being a welcome revival by introducing the most up to date aspects of the game we can deliver. However, I do have one concern; that being, will we have enough space to support this expansion? If the president can assure to us that the server has enough space to support this, then I can wholeheartedly support this proposal. So I propose the question to the president, is there enough space to support this expansion? And if not, will we have to unload a world, say sandbox.

SilverWolv: Thank you Mr. Speaker, I can assure that the server has enough space for this expansion. My concern would rather be resetting the ender dragon should it be defeated. WolvHaven has never had an end world for a long time. The last time we had it the ender dragon once defeated had to be manually spawned in again

Autobus22: The main reasons for initiating the end world now have to do with the massive expansions to what the end world is and what's doable in there. The ender dragon is not specifically a vital part for that. However, I am aware that the current minecraft versions does have ways to naturally respawn ender dragons from eggs, but players likely wouldn't really follow that. It could be a possibility to discuss at a later point if it may be an idea to spawn ender dragons in as an event on scheduled dates? But that is really something seperate to discuss to actually enabling the end.

Minebuilder1223: Thank you mr speaker, has the honourable member previous conferred with the proposer of this bill to confirm that this is the true intent the proposer has for this bill?

Autobus22: As co-author of the bill, the purpose of the End world is to make the end world with it's new additions available to users on the server, Ender dragon fighting would be nice, and could be introduced in some way via separate measures outside the fact that they can now be respawned in vanilla as well.

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PRIME MINISTER: I would like to thank SilverWolv for his response. I would like to propose another question to the president. Will the introduction of the new world impact on the server greatly and, will it impact the FifthHaven project.

SilverWolv: Thank you mr speaker. Firstly, I thank autobus22 for his clarification on the new survival features of the end. I have not been able to keep up with the survival developments of minecraft itself lately and his answer is indeed insightful. In response to the prime minister, I am unsure about the potential impact this would cause. We could implement a trial and monitor its impact on the server. Thank you.

PRIME MINISTER: Thank you Mr. Speaker. Sorry to bother you again Mr. President, but in the event that it causes severe lag and impacts the current worlds, what do you propose? Unloading a world like Sandbox, or something else that should be discussed at a later date?

SilverWolv: Thank you, as far as I am concerned, I highly doubt it will cause a significant amount of lag. I also do not think the removal of other worlds will help much either.

End World Addition Bill

A
B I L L
TO

Add the End world to the Wolvhaven server to add a new dimension to the Wolvhaven survival experience

Be it enacted by the president of the federation of WolvHaven, by and with the advice and consent of the Senate and Representatives, in this parliament assembled, and by authority of the same, as follows -

1. Adding of the End world / End dimension to the wolvhaven server

- a. The end world will be added to the Wolvhaven server as a survival world meaning everyone except admins would be in survival

2. Short Title

- a. This act may be cited as the End World Addition Act, 2018

3. Implementation

- a. This act will go into effect immediately after it receives approval from the president.

18203

Background Checks (Previous Offences) Bill

The SPEAKER: Second bill for today, Background Checks (Previous Offences) Bill. A bill to ensure the safety and security of this server by making it mandatory for a player to declare previous bans while proceeding through the background checks process. Mr Minebuilder1223

Minebuilder1223: In order to supplement the upcoming agreement between our server and the MRT I believe it is necessary that we provide people taking the citizen test the opportunity to declare any past offences so that we are able to better ensure the safety of our server. Thank you.

Autobus22: I would like to point out that this bill does not seem to actually add any security, though as a morality measure I would still not be directly opposed, however. something has to be pointed out and that is the fact even assuming people may or may not be entirely truthful players could potentially have a lot of bans or punishments on servers that don't list there bans publicly or don't have online records, or records that have since been gone this means that if the tourists in questions are entirely truthful, it could massively increase the amount of time needed for background checks potentially and if not, it wouldn't really help, and might cause tourists to be needlessly rejected because of it (the bill doesn't infer action upon lying or not mentioning punishments) while they would become further great members of the community and there is a third point of issue that could be pointed out and that is that people could have punishment records on other servers from account confiscation (such as myself) Which would be unconfirmable in any way shape or form in most cases. causing people to seem they might be lying, while that may not be the case.

Minebuilder1223: Thank you mr speaker, The purpose of this bill is not to increase the workload of the DIU the DIU will still be taking the same steps in proceeding with background checks Therefore instead of simply searching "Ban Records [Player]" the search could be "Ban Records [Player] [Server]". If ban records are not listed publicly, then we shall assume what the respondent to have said to be a true ban record as per the bill. But we must continue to assume the existence of ban records if none are stated. These comments do not even directly affect the bill. The bill is only instating way for people to declare any offences. What is done with that information is at the discretion of the DIU. It also gives the opportunity for members to show morality and sincerity by declaring bans

ChickenJoshBwak: Thank you Mr. Speaker. I do have a question for the proposer of the bill. In section 2/A/III, it states that if the citizen applicant does not include any statement on whether they were banned in a previous server or not, the completion messages will be invalid. My

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question is, dear proposer of the bill, how do you see the staff's lives getting better with extra information having to be included alongside the screenshot. As seen previously, aspiring Citizens have trouble literally fitting the text stating that they have passed the Citizen test. How many hours will our staff waste on trying to explain to Citizen applicants on how to properly apply?

Autobus22: I move that an experiment is done with the accurate reporting of ban records by existing members in collaboration with the DUI to investigate whether or not there is significant time increase as I've suggested in checking-up on the answer to the newly introduced question it is notable to the bills proposer that this bill doesn't accurately hold a morality question either, as it's non-conformable to the positive it is by definition unfalsifiable meaning the opposite can't be said either making it wholly incompetent as a way to infer any kind of morality from said question.

Minebuilder1223: Thank you mr speaker, If a member is lying about having previous ban records, then it is clear that they are incompetent as there is no common sense reason to have done such a thing and i do not see any reason to assume that they are lying.

ChickenJoshBwak: Thank you Mr. Speaker as much as I appreciate the proposer of the bill and the leader of the oppositions' speeches they weren't exactly expected. i have stated in my previous call that i would like the proposer of the bill to answer my question, so as to not let out any more loose ends into this parliament house.

Minebuilder1223: Thank you mr speaker I believe the benefits of creating this new law outweigh the disadvantages Since with better ban information more accurate searches can be made for background checks and we can have a clearer picture of who that minecraft player is I believe the honourable member opposite is inflating the issue of tourists falsifying ban records as there is no reason for one to do so It is ridiculous to think someone would make up a ban record and a server which one would have come from simple to cause problems to their own reputation therefore to stick to the assumption that all ban records are true is better than to stick to the assumption that they are all false or to stick to no assumption at all It may not be the perfect result But it is the best that can be done by this bill to ensure a common ground for members to be judged on their previous ban records

Autobus22: Okay then, let's handle this The statements by the bill proposer rely on people lying about being banned more I can see no reason people may lie that they are banned less or punished less. there is no reason to assume tourists will be truthful on this and due to the fact not all bans are listed online this is very likely to create a false sense of said morality purpose of this question but that isn't even the main question at hand. The main question would be: Does the bill proposer assume that new members will have a full list of their past punishments and

bans listed? If not: their answer is likely inaccurate by confirmation, despite no lies having been committed It also doesn't handle unknown punishments based on confiscations which isn't always confirmable by that reason it would not be good to assume action is better than the neutral position, due to a simple fallacy committed here by the logic of the justification for this bill. which is Unfalsifiability. Furthermore, I move again, that the bill proposer agree to, at some point before next session test whether or not this adds more workload in the various noted places together with the DUI and any parliament members that wish to be involved. as there seems to be reasonable doubt by multiple sides workload will increase in one or more locations, which can't be established factually right now.

The SPEAKER: Would the bill proposer like to extend debate time?

Minebuilder1223: Aye

PRIME MINISTER: Thank you mr speaker, Once again, the leader of the "honest" and green party has stirred up everything in an attempt to make it foggy and difficult to understand and also, he has made a reference to a fallacy And, since the member of the opposition keeps asking the house for definitions, why doesn't he go ahead and give us his own definitions to the fallacy he has proposed. But moving on from that, this bill is merely to help the agents of diu to do their job and of course it is not foolproof nothing is foolproof it's just there to make it easier from what i hear over at diu, there seems to be great difficulty when it come to processing these applications not all the time but there have been a few times i've been told and if we get the new applicants to declare, then it is easier it's like actual customs you have stuff to declare, you can choose to but if you don't you can get past but may still face the penalties if caught actual customs itself is not foolproof my grandmother managed to bring about 5 fresh pomfret fish into australia, which has the strictest biosecurity laws and checking system so nothing is foolproof but it does help to declare. and if they lie, it only shows one thing, dishonesty and you do want to make a good first impression, no? especially to a community like this so i support this bill, and it will benefit you, me, and diu.

ChickenJoshBwak: With regards to the leader of the Honest and Green Party; I do believe that this bill has a few holes, some that a Citizen applicant can slip through. However, just like customs, schools have similar processes such as this when you apply. Schools do task you with the choice to declare any past offenses in previous schools, so as to help with the deliberation with whether you should be able to enter such school. If you do not know of this process, you *may* be homeschooled. Secondly, I would like to ask Mr. Minebuilder1223 to answer my question, yet again, on whether will this bill make the workload of staff heavier, in terms of dealing with rather, brand new tourists who cannot understand the process of application. Can this time spent assisting Citizen applicants be used for more extensive background checks instead? In this time, i do request the speaker to give the call to mr. minebuilder1223.

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Minebuilder1223: Thank you Mr. Speaker. In order to answer my honourable friend's question, I would like to say that it is the duty of staff to help and assist people in any way they require. I am happy to erect and place signage and indicators further than what is recommended in the bill to assist tourists in understanding. But it is quite a simple concept for them to grasp, write down any bans if you have had them and the server from which they came from. If they don't write it down, a simple message that would take 5-10 seconds to write would suffice. If staff's workload is that light to the point that 5-10s extra work is considered a huge load more work then i question staff's perception itself

SilverWolv: Thank you mr speaker, I find that both sides of the house have presented very valid points to consider. I would also like to highlight some concerns I have. a) There may be a language barrier as not all of our members speak English as their first language. We already have to assist occasionally in some new member's citizen test applications. b) In light of what was recently discussed, if we are comparing this proposed law to customs, I believe we should take the word "mandatory" out of the bill and make it optional. The word "mandatory" may give new players a view that we are forcing them to declare something they may not want to declare. As such it may turn away prospective citizens. Also, I would like to add on that providing more information for the DIU to work with is indeed helpful. Giving them the option to declare their bans and past offences would allow us to tell the sincerity of the player.

Minebuilder1223: Thank you mr speaker and thank you Mr. President for your remarks. Even though there is no mention of the word "mandatory" in the bill, I can understand the equivalent terms and where we should consider editing them, [the word mandatory does not appear] in the clause's I mean, and I do see that making this mandatory is possibly pressurizing to the new players. But, I also believe that if we make the need to mention these bans as loose as possible, the system may not be effective at all. Therefore, we would need to carefully consider how to word the messages that will be received by the public so that it is not making the process mandatory, but, also recommending to them in a way so that they are more likely to report them

PRIME MINISTER: Thank you Mr. Speaker. I agree with the house's comments on the part where it appearsthe declaration is mandatory and I can assure you that will be changed I also believe in the integrity of people but the declaration of bans will show the sincerity of players bans, as recorded on websites, do little to give information on why they were banned and what the nature surrounding it was it's like when a good person does good but then slips up one time all that time being good would have been ignored but that little slip up will be suddenly in focus were someone able to declare their ban, they would be able to acknowledge it and show us that they are responsible and that slip up was in the past it would show that they are responsible and ready to acknowlede their past and in responses to my honourable friend joshy saying that it time

should be dedicated to harder searching i say to you, friend can't find what's not there, in some cases

Autobus22: The prime minister's comments would be a lovely notion, considering it's impossible to confirm or disconfirm or find outside of said response by a tourist wanting to become citizen in 60-70% of cases. An assumption here by that isn't helpful for the morality question and causes an assumption of morality that may as well be incorrect. As for it's true, it's like going through customs. seeing the average active time of a minecraft account currently that'd be like going through customs and having to declare the items in your bag that you partially packed well over a year ago without any records or logs, like you'd have when applying for schools as in josh' example Considering that it suddenly becomes a whole lot more challenging to say that it even shows any question of morality at all

Background Checks (Previous Offences) Bill

A
B I L L
TO

Ensure the safety and security of this server by making it mandatory for a player to declare previous bans while proceeding through the background checks process

Be it enacted by the president of the federation of WolvHaven, by and with the advice and consent of the Senate and Representatives, in this parliament assembled, and by authority of the same, as follows -

1. Definitions

- a. “Offence(s)” is defined as a ban or official warning (or equivalent).

2. New Laws

- a. All Citizen Test completion messages posted to #helpop must contain a declaration of previous offences committed on the account that has taken the Citizen Test.
 - i. If there are any offences to be declared the server from which they originated from must be mentioned.
 - ii. If there are no offences to be declared then it should be clearly stated.
 - iii. Any Citizen Test completion messages that do not contain a declaration of previous offences are considered invalid.
 - iv. All offences declared shall be assumed to be true unless proven otherwise

3. Implementation of Changes

- a. At the end of the citizen test, on the sign that reads “Include ur FULL username pls” after it shall be added “and any previous offences if any”.

4. Commencement

- a. All sections shall come into force the day this bill is enacted.

5. Short Title

- a. This act may be cited as the Background Checks (Previous Offences) Act 2018.

18204

Armour Stand Tools Plugin Implementation Bill

The SPEAKER: we shall move on to the next bill Armour Stand Tools Plugin Implementation Bill. A bill to implement and Allow the plugin Armour Stand Tools. Proposed by MC_Dunc. Would the proposer like to deliver the opening speech.

Starcubed: Ok so basically, I made a ton of furniture designs in WH, then I took a break from WH and went to MRT i realised how useful it would be for decorations so this bill happened.

PRIME MINISTER: Thank you Mr. Speaker. This bill is a wonderful idea that will give a breath of fresh air into the creative side of the server. However, once again, I propose the question to the president. Is there enough space? But, this bill is a refreshing idea that i'm sure will be welcomed by the community of wolvhaven

SilverWolv: There should be enough space. I believe we should allow auto to speak since he has some experience regarding the plugin fin.

Autobus22: This plug-in won't have strong effects on space use as far as I am aware with testing it for a former own server, it's quite lightweight in fact. The main concern with the plugin would be that if armorstands are placed in masses it can cause players to get extreme FPS issues I am in full support of implementing this bill, so long a change in statutes is ammended in that sets out clear rules for the use of this plug-in by members to avoid this issue. I do have to agree with the other members of parliament that this will be a great addition for the server.

ChickenJoshBwak: Thank you Mr. Speaker. This is directed to the proposer of the bill. I have a concern regarding Section 3/E. How will people enforce the amount of armour stands in one area? Will staff patrol every square metre of the city just to count every armour stand, or is there an ability to check how many armour stands there are in an area? In the small case that there is not, I do propose that section 3/B be edited, so that only members of staff will be able to use this plugin, for the moderation of the amount of armour stands, and the smaller chance of more players experiencing terrible fps issues.

Starcubed: well errr i am pretty there is a command that lets you check the number of certain entities what I'm not sure is whether it is in 1.12 if it is not in 1.12 if someone were to find a high concentration of armor stands they shall be advised to report to staff and yea i know this isn't perfect but ye

Autobus22: there is no such command as far as I am aware in this plug-in, A command that can show how much of waht entities are nearby is in the vanilla version of 1.13 and could solve this issue I move we postpone this bill till this server updates to 1.13

Armour Stand Tools Plugin Implementation Bill

A
B I L L
TO

Implement and Allow the plugin Armour Stand Tools

Be it enacted by the president of the federation of WolvHaven, by and with the advice and consent of the Senate and Representatives, in this parliament assembled, and by authority of the same, as follows -

1. Plugin Information:

a. Website of Plugin:

<https://www.spigotmc.org/resources/armor-stand-tools.2237/>

b. Features of the Plugin as follow(According to the website):

- i. Summon armor stands.
- ii. Name armor stands.
- iii. Toggle: Gravity, Visibility, Arms, Base, Size, Invulnerability, Equipment Lock.
- iv. Manipulate the x/y/z rotations of the Head, Body, Arms and Legs. The value depends on how high up the armor stand's body you click with the tool (i.e. click near the feet is one extreme, near the top of the head is the other extreme).
- v. Full control over armor stand's inventory (armor & items in hands).
- vi. Pick up and move armor stands.
- vii. Armor stand cloning tool.
- viii. Save tool: Automatically generate a command block with the command to summon that armor stand in its current state.
- ix. Player head tool: Give an armor stand the head of a specific player.
- x. WorldGuard region support.
- xi. Customizable language config file.
- xii. Assign commands to armor stands that are run when a player right clicks that armor stand.

2. Benefits of the Plugin:

- a. Allows armour stand to be created easily with the tool, allowing armour stands to hold objects not only limited to weapons or tools.
- b. Allows players to easily move armour stands to allow more innovative armour stand simulated objects
- c. Allows world guard to prevent destruction of armour stand
- d. Allows players to interact with the armour stand, this can enhance the role playing factor of wolvhaven by having it in franchises.
- e. Allows players to copy it onto many location, for example if a player wishes to create an armour stand for train ticket booths, they can copy it to different counters
- f. With the ability of modifying all the parts of the armour stand, this can be used to create many scenes of people working, for example inside a factory, or performing drama in a theatre. This can be implemented into fifth haven for more lively scenes instead of only dead buildings

3. Implementation of the plugin

- a. As seen from another server which has just formed diplomatic relations with, Minecart Rapid Transit, this plugin is viable and players will not receive a significant fps drop
- b. Only allowed to architects at trial period, then consider issuing permits to those who have received Gardellia World edit and building permission.
- c. Testing within the fifth haven world to allow more lively scenes of the city
- d. If many instances of server crash is due to the number of armour stands, or the concentrations of armour stands, the plugin will be removed
- e. Disallow many armour stands in one location

4. Short Title

- a. This act may be cited as the Armour Stand Tool Plugin Act, 2018

5. Implementation

- a. This act will go into effect immediately after it receives approval from the president.

18205

Foreign Relations (Amendment) Bill

The SPEAKER: Order. we shall move on to the next bill Foreign Relations (Amendment) Bill a bill to Fix a loophole left in the foreign relations bill proposed by the government to avoid the possibility of unintended breakdown of inter-server communication if the required factors would come to exist at the same time. Autobus22 has the call.

Autobus22: I don't really have much more to say, except if there would be questions about what is fixed by this bill, though I am pretty sure the affected people are aware.

Minebuilder1223: Thank you mr speaker. I do somewhat agree with the intentions of this bill, But i certainly do not agree with the way it is formatted. For someone who is so very critical of other bill's formatting, I must say the honourable member opposite has lit himself down somewhat with this disappointing entry for a bill. It does not specify whether the amendments given are to the current statute or to the amended statute. It does not specify whether they are to add on to the existing text of the clauses or to rewrite clauses entirely. I believe that if this bill were to be accepted now it would cause a whole lot of confusion and cause many issues. Issues which may worsen the situation the honourable member opposite is trying to improve.

Autobus22: There is no question as to which statutes this applies to. The foreign relations bill was approved so there is only the frog that bill amended statutes it could apply to. Henceforth, it was not included as a statement in the bill, for obsoletion of other options. Further II/G/3 does not have subpoints in the foreign relations bill meaning the 3 subpoints given here can't possibly overwrite existing statutes. I would like to request the member opposite that has spoke before me, to clarify what further issues he fears.

Minebuilder1223: There is question over which statutes this applies to as the current official statutes have as of yet not been updated and there is no available clarification in your bill then it could be assumed that it applies to the current statutes If the honourable member opposite would be happy to simply add clarification so that confusion does not happen a simple "This bill applies to the statutes in effect after the enacting of the Foreign Relations Bill" would suffice. If the honorable member does not agree to this, he is simply showing a massive two-sided face.

Autobus22: Whether or not it does is irrelevant, as it would not be overwritten by the foreign relations bill, and it has no meaning without the statutes from said bill, meaning it is meaningless till implementation of foreign relations if applicant to current statutes gaining meaning the moment that is implemented into statutes or it applies to the statutes after foreign relations bill

and it'll have said meaning directly. I would like the president to clarify if this amendment is needed for clarity due to that reason. If the president says it is, I shall amend the bill.

SilverWolv: Thank you mr speaker, I find that both sides are quarreling over a small matter. Yes, an addition of said clause would help as sometimes bills do slip past our implementation process as seen with the member opposite single layer interjection bill. apart from that, I would like to note that the bill without the amendment would mean if the ministry for foreign affairs does not advise or cooperate we would take it that it has no advice to give and proceed on with the process anyway either way, adding a few more clauses in the statutes to further clarify this wouldn't hurt im in support of the bill

Autobus22: [I shall amend the bill] Add a new clause (b) that all clauses from clause (a.) apply to the statutes as they would be after implementation of the foreign relations bill

Foreign Relations (Amendment) Bill

A
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TO

Fix a loophole left in the foreign relations bill proposed by the government to avoid the possibility of unintended breakdown of inter-server communication if the required factors would come to exist at the same time.

Be it enacted by the president of the federation of WolvHaven, by and with the advice and consent of the Senate and Representatives, in this parliament assembled, and by authority of the same, as follows -

1. Changes to Statutes:

- a. Addition of a new statutes under II/G/3 as follows:
 - i. II/G/3.1 The ministry for foreign affairs does not have to be consulted if the minister for foreign affairs has been offline for more than 14 days.
 - ii. II/G/3.2 The Council may vote to skip this advisory stage if it takes more than 48 (2 days) hours for the minister of foreign affairs to respond given there is situation where beyond reasonable doubt the Council could prove quick action was required, or more then 96 hours (4 days) in any other situation.
 - iii. II/G/3.3 The president may require the Council to provide prove quick action was required as noted in the situation in statute II/G/3.2.
- b. All clauses above apply to the statutes after amendments from the Foreign Relations Act (2018)

2. Short title

- a. This act may be cited as the Foreign Relations Fix Bill.

3. Implementation

- a. This act will go into effect immediately after it receives approval from the president.

Questions Without Notice

The SPEAKER: We shall move on to the questions without notice. Minebuilder1223 has the call.

Minebuilder1223: Thank you mr speaker I would like to ask the honourable leader of the HGP: Does he have any intention of conducting a referendum on his upcoming economy reform bill?

Autobus22: I question if public opinion is a good guideline to judge complicated measures like this with, but if the house of representatives would want this I have no opposition to this.

Minebuilder1223: Does the honourable member then confirm that he has no intention of his own, regardless of the opinion of others around him, to conduct such referendum?

Autobus22: The bill does not contain provision for a referendum for the main reason that you would be letting people who might have negative or positive effects from the bill vote on whether it should pass giving significant public risk on approval or disapproval on fact of effect on themselves rather than the functionality and the reasons as to why it would need to be passed. However, as noted, if the members of the house of representatives think that regardless of this want a referendum, I am open to amending the bill when it comes into parliament to include such provision.

Twotrophy: I would like to ask a question to the Honourable Leader of the HGP regarding the economy reform bill similarly, will there be any safeguards to prevent citizens from losing excessive money from competitions/events such as a limit in contributions in pot contribution?

Autobus22: The bill does not seem to make this specific protection, except for a protection that makes it so these competitions and events cannot be mandatory meaning that players can't forcibly be losing excessive amounts of money, but if they wish to risk so by their own choice, that is in end their own choice. The bill is an economy reform, not a protection against gambling, though if you have any ideas for clauses that would do this you think would be effective feel free to hand me a message in discord with your idea and we'll speak about it with the HGP and the rest of the opposition.

SilverWolv: Thank you mr speaker, i find it humorous that its the government asking the opposition questions instead of it being the other way around anyway, I would like to ask the government minister who is responsible for economic reform to update the house on the status of their competing economic reform bill

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PRIME MINISTER: Thank you for your inquiry. As of yet, we are still analysing the data collected in the survey. We have found that a majority of the population surveyed were not satisfied with the amount of consultation made amongst them. Furthermore, we also found that a majority didn't actually care about the money but most did agree now would be a good time to amend the economy most did vote for a scaled reset and cutting which we are working on a formula to do unfortunately, wolfram mathematica crashed as I was manipulating the plots so we've had a minor setback unfortunately, wolfram mathematica crashed as I was manipulating the plots so we've had a minor setback but progress is going well overall and I will be speaking to mopsi about this. As in like yeah friendly not angrily because like it wasn't his laptop that was manipulating the data. But in the future i will be switching to a ti nspire cx cas to do my manipulations. However no spoilers but we have planned to implement it with the introduction of 5h new world, new start.

Motion

SilverWolv To move that parliament discuss about the draft security agreement between the WolvHaven and MRT servers

SilverWolv Thank you mr speaker, after a round of productive and constructive talks with frumple and chiefbozx of the MRT server last week. a draft document for the agreement was released with the government asking for citizen feedback. On a side note, several high level MRT staff are present watching this parliament session, and I welcome them to this house. I would like to gather the house's opinions on the draft security agreement so far and if any improvements can be made. Fin.

THE SPEAKER i also welcome the MRT members up at the gallery to the house.

Autobus22 I would like to notice that minecraft player names and/or UUID and/or anything that could identify player names under the new EU data protections would be considered Personal Public Data : just as a note of awareness to the house, this means that explicit agreement from players is needed that their ingamename is plausibly shared with other servers The alternative would be to bar EU Citizens from entering the service to not be subject to these laws. I would like to ask the president if any action has been taken so far to ensure a solution or answer to this issue.

SilverWolv Thank you mr speaker, I have spoken with frumple on this issue and can clarify that we are reviewing the steps to take to ensure compliance with GDPR. The privacy policy will most likely be updated to cover these areas as well. On a further note, I invite the member opposite to speak to me about ways we can make the player give consent if he or she joins the

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minecraft server without seeing the website beforehand. Looking at conversations with many other server owners, this is indeed a grey area within the law and extra caution must be taken

minebuilder1223 I believe that there are several different options to take in order to receive consent from players. One that I have been considering is to make it so that if a player is to post a citizenship confirmation image in the discord #helpop. they are in turn agreeing to our privacy policy. and then in the agreement we should disallow the sharing of information of players under the citizen rank on our server. As for the situation on the MRT end that would need to be discussed in the negotiations next week. that is one option that may be considered

Autobus22 in accordance with the law you would need explicit permission, the agreement to a privacy policy would therefore only work if they are forcibly prompted with said policy and prompted again on existing members whenever it changes

SilverWolv thank you mr speaker, I would like to ask if a line in the spawn point with a sign saying if they passed the line they agree to the terms and privacy policy consider as consent and a mailall to existing members would suffice.

Autobus22 no and no. they need to be required to specifically say yes or no and be denied entry or given exemption from the agreement with the MRT if no.

SilverWolv Then remains the challenge of specifically saying yes or no unless we do it citizen test style?

Autobus22 Citizen test style would suffice if we force people to take test again every time it updates

SilverWolv I believe then there is still an issue with compliance then especially when it comes to existing members cause we cannot force them all to retake it as of now

Autobus22 that is exactly the issue I am having with that The best solution would be a prompt of some sort that is send to all players and they cant move or use the server till accepting whenever it is updated

SilverWolv But that would require new plugins

Autobus22 but that'd require new plugins and I am unsure if theres currently any that could do this it isn't hard in theory for new citizens the issue would be updating the agreement as you said as it would require everyone who is a citizen or above (assuming tourists are exempt) to agree explicitly

Twotrophy A possible solution is: "By continuing to login to this server by (dd/mm/yyyy) you agree to the updated privacy policy"

Autobus22 that doesn't work you need explicit, not passive permission that'd be a form of passive permission

SilverWolv I believe we can set up a special select committee to tackle GDPR related issues

Twotrophy An opt-in is required from what I have read

Autobus22 correct an opt-in is required

Twotrophy opt-in to be able to continue to move etc. as what was proposed

SilverWolv We could look at how big servers like hypixel handle this

Autobus22 they don't share this data with third parties

Twotrophy What plugin would have that function then? I am unsure if there is any, but it'd kind of be required twotrophy

Mopsistudios That would be pretty easy to code

Autobus22 but it might be codeable as mopsi noted

Twotrophy thank you for the info, mopsistudios and autobus22

SilverWolv I believe we can set up a committee to further look into this until then I believe we unfortunately have to halt the sharing of information until we find a solution on a further note I will be flying to vietnam from tuesday to saturday for work so I may not be around as often

Motion

SilverWolv To move that parliament discuss about implementing a policy that punishes WolvHaven members for misbehaving on the MRT

SilverWolv Thank you mr speaker, also in line with what was discussed in the WH-MRT talks last week, frumple and I discussed the possibility of implementing a policy that punishes WH members for misbehaving on the MRT and vice versa. I would like to gather the house's opinion of this. I hear auto also has a upcoming bill regarding this as well

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Autobus22: I ran into one wall which is why it isn't complete which is what we just discussed. the Public Personal Information thing. I also question for some offenses if they should carry over to WH. or other way around. my proposal that I have laying around is extremely limited in scope. only affecting certain punishments that are general or attacking from one server to another. and not things as breaking town proximity rules on MRT. drawing a clear line there is going to be hard as well. ultimately I came to the conclusion theres parts that would only be determinable by public opinion. not just by pure logic. As there's multiple options.,I am not generally hugely in favour, but I do think there's cases where it could be useful.

SilverWolv: Thank you mr speaker, GDPR aside, what I would like to ask for the general sentiment towards this issue

PRIME MINISTER: i think this is a good idea. the mutual cooperation is good at forging relations that's if it is implemented properly

Autobus22: In favour in narrow ruling applicant only to misbehaviour in certain situations and contexts, not all rule breaks

KittyCat11231: thank you mister speaker. I'd like to clarify frumple told members of the MRT this would only apply to offenses committed in the name of a server so like if i came on and was like, 'mrt is the superior server suck it losers'

SilverWolv: I thank the member for his clarification, because what he has just mentioned is our current policy. I think what we are looking at here is rather punishing people who misbehave on either servers regardless of whether he or she did it in the name of either server. (Since frumple is here, would he like to clarify?)

Frumple: Thank you Mr. Speaker, my understanding is that proposed policy would only apply to offences similar to KittyCat11231's example. The MRT's current official policy is to NOT punish players for such offenses. However, with the proposed change, it sounds like it would only be the MRT server's policy that would change, while WH's would remain the same.I would ask Mr. SilverWolv to confirm if that is the case. Yes indeed this is the case. I thank frumple for his clarification. I was under the impression of the intial conversation we had and withdraw my statements made earlier. As such, since our policy will not be changing, i move that we adjourn.

Tworophy: I think that there should be provisions for inter server ban between MRT and Wolvhaven for major griefing, such as disruption that cannot be avoided like my example.

Frumple: I can say with certainty that the MRT would not agree to such a provision, full stop.

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The SPEAKER: Since the honourable member MC_Dunc could not come back to confirm to amend the Armour Stand Tools Plugin Implementation Bill. We shall leave it to next session.

Parliament adjourned at 17 01.