

Issued 18 Apr

Reviving Minigame Experiences

Press Release

Introduction

Hello bees! In this press release we shall lay out some essential information regarding the direction that the server is heading and when you can expect to play. We felt this was a great time for an official statement following the HiveMC's closure a couple days ago. As always we'll attempt to keep this short and sweet just like honey.

What have we been working on?

Since our last blog post with our roadmap we have continued to work harder than ever to bring you the games you will miss with the Hive's departure, we have finished development on a range of our games and are looking forward to sharing them with you.

And it's not just our development team that have been busy, our outstanding team of talented builders have been hard at work creating maps in similar styles to the HiveMC Java Edition network, and we are really eager to share them with you upon release.

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When can I expect to play?

Unfortunately due to a range of complications, staying on track with our existing roadmap we laid out back in March hasn't been possible for our development team to follow.

The reason for why we have chosen to delay the launch is due to personal circumstances revolving around a staff member. In addition, there were still areas that the server needed further development on. Whilst a large portion of our games have been developed, many core functions are yet to be ready, this includes a custom server routing algorithm and our custom Party & Friends feature.

Therefore, we believed that it would be better not to rush the development and launch a server that could be missing a lot of features, because we as staff care about our community members and we want everyone to have a great time on our server. Just like they would on HiveMC.

With this extra time our team will ensure that the server will have little to no bugs as well as the current games (BedWars, Splegg and BlockParty) completely developed and ready for gameplay.

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Introduction from our Project Manager

(_Insomniq) 

As I've been recently promoted from Moderator, I'll be working alongside Beetonia as their Project Manager. It is now in my duty to arrange and direct the completion of specific projects as part of the development of Beetonia.

The entire Beetonia team is eternally grateful for your devotion to us throughout this journey we are on and are always looking to talk and engage with you on our Discord server. Our Discord server is home to our ever-growing community of Beetonia members, friends and partners.

Thank you all for understanding. We are grateful for your patience and support.

'Till next time,

The Beekeeping Team