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Subject: Re: Jelly

Posted by [Xpert](#) on Sat, 05 Sep 2015 23:48:36 GMT

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Jelly's downfall was because the admins and seniors were never around. And when they were, they kept making decisions based on their opinions alone and not the opinions of the people who actually play on the server. They kept trying to keep the server as close to "vanilla" as possible but that wasn't popular anymore with the direction Rencorner and MPF was going. Great ideas of people who played there were always getting turned down or looked the other way.

The server also had a terrible rotation. When new maps were added, it made it worst. We got crappy maps like Arid and Creekdale added to the rotation that killed the player counts instead of going with maps that were similar to Uphill and Tomb that people enjoyed.

There were never any moderators and for over 6 years, Jelly never had an application system. It was only implemented when the server was on its last breath and by then it was pointless. Promotions were handed out to current staff just out of desperation to keep those people having the server active while the seniors and admins were never around to participate in the server's needs. Anyone who willingly offered help got denied or never took into consideration. It was our home just as much as it was the players but in the end, our opinions didn't matter despite the constant polls and debates on the forums that were just pointless and false hope just like the Field laser wall idea. It made no sense as to why the people who never even play this game anymore, had a say in what happens to the server. Even behind the scenes in private discussions, all the admins lost interest but yet still had the final say in what happens with the server.

I joined the Jelly team when it was still going when liquid was still an admin of it and I wanted to take part in server upgrades with raven. In time, raven became inactive and liquid also stepped away from it. Eventually I was keeping the server up to date but with very limited access and can only apply such updates when an admin was on. Ethenal and Scruffy kept blaming my stuff for the lag issues of Jelly when it wasn't even my stuff causing the problems. When I left the team, they eventually took my stuff out and in the end, the server was still laggy and unplayable. It drove people away to the point where Jelly was no longer the most active server of all hours of the day.

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