CSM

COUNCIL OF STELLAR MANAGEMENT

CSM 11 Summit One – September 12-15, 2016

Contents

It should be noted that all 14 members of the CSM attended all sessions in person, and as such CSM attendees for individual sessions are omitted.

Summit Welcome

CCP Attendees:

- CCP Seagull
- CCP Orca
- CCP Mannbjörn
- CCP Falcon
- CCP Guard
- CCP Logibro

CCP Guard opened the Summit by welcoming the CSM and explaining that the first CSM summits were held in this meeting room. The meeting then proceeded to a round of introductions with the CSM then CCP introducing themselves.

CCP Seagull then went over the organizational structure at CCP for the CSM. This is covered on the first day at the start of the summit to help the CSM understand who to talk to and how things work internally.

She then explained the structure of EVE development in more detail, highlighting how managers are in supporting positions for development teams instead of dictating tasks to them. She also went over the teams and what their functions were within EVE Development: Five-0, covering Sandbox gameplay; Size Matters, covering monetization-related features; Psycho Sisters, covering UI/UX; Genesis, currently covering NPE; Phenomenon, covering AI and PvE; Astro Sparkle, currently on loan to other teams but normally covering events; Tri-Lambda, covering Art, Audio and Graphics in various sub-teams; Team Tech Co, covering infrastructure, API, and the back-end of the game; RnB, which covers the Launcher and some of the core engineering of the client.

EVE Roadmap

CCP Attendees:
- CCP Seagull
- CCP Orca
- CCP Falcon
- CCP Guard
- CCP Logibro

CCP Seagull opened by explaining that the roadmap for the rest of the year is mostly set, and that most of the remaining time was set aside for triage and defect fixing around Clone States. She continued that the roadmap for next year was very open though, and there was a lot of room for the CSM to have input on where CCP can put their focus for development.

Sullen highlighted again the importance of having the NPE in a better state for the release of Clone States. CCP Seagull elaborated on how CCP places emphasis on the number of players in the game as an indicator of the health of the game. She also explained that there has been a constant attempt to improve the NPE, with no dramatic difference in the results. She went on that this didn't mean that CCP thus didn't consider a NPE experience important, but instead saw that a community that would help new players was just as important if not more so. One of the things CCP is working on in this direction is corporation based recruitment invites. Aryth added that for a lot of returning players, some kind of method where they could use the asset safety to retrieve assets stuck in stations that their alliances no longer control would be greatly beneficial.

There was some further discussion on other elements of the NPE that CCP are working on, including Ghost Fitting. Xenuria also brought up the idea of being able to verify whether or not someone has completed the tutorial, so that player corporations can know for sure whether someone has actually run through the basics. Jin'taan asked whether it would be useful to have the CSM run a focus group with a number of new player focused corporations and alliances, to which there was a favorable response.

CCP Seagull also brought up that towards the end of the current tutorial plans, it will direct you towards Faction Warfare. The CSM brought up that there are some issues with this especially around standings and players being locked out of areas

of space. The CSM also brought up the topic of attributes and remapping, with the entire CSM in support of removing remapping and encouraging this change to be made sooner rather than later. Aryth also brought up the topic of being able to somehow reallocate skills for newer players, as they are more likely to make mistakes in their earlier days.

CCP Seagull then asked each member of the CSM for what they really want to see on the roadmap. They answered:

- New Space and Stargates - Noobman
- More frequent balancing - Mr Hyde, TheJudge
- Ability to influence gates in already known space - Aryth
- Better and more engaging NPCs - Sullen
- Expanded and better Mining Gaming - Steve
- More high-risk, high reward PvE - Gorski
- More Social PvE – Jin'taan
- Better experience after the first week - Innominate
- Better experience in large fight situations - Bobmon
- Structures, space and their customization - Kyle
- Giving players the ability to create missions to give other players more content - Fafer
- Instant action - Fafer
- Graphic Creation Toolkit for content creators - Xenuria
- More personalized assets - Nashh

As the CSM had previously brought up the issue where balancing is too infrequent, CCP Seagull also covered how CCP is cautious about balancing too often as it means that players can't realize the value of their investments both in acquiring ships and skills. The CSM highlighted that the current pace is too slow and causing the meta to become stale.

CCP Seagull then also asked about the opinions of the CSM on "traditional" PvE that would see in most other MMOs (such as "raids"). She pointed out there is an assumption that CCP doesn't want to make more content like this, and that this assumption isn't really true.

There was then some discussion on the merits around having community sourced PvE content in the game, and possible ways and means it could work.

EVE Production

CCP Attendees

- CCP Seagull
- CCP Dren
- CCP Chimichanga
- CCP MrHappy
- CCP Burger
- CCP Mimic
- CCP Ghost
- CCP Vertex
- CCP Mannbjörn
- CCP Falcon
- CCP Guard
- CCP Logibro

CCP Seagull started by going over what had already been covered in the previous session. The CCP Producers then introduced themselves and a bit more detail about each of their teams.

Jin'taan then asked about the Scope Network, and what else it's supposed to tie into. CCP Dren then explained that it's currently on hold as Astro Sparkle is working on the NPE with Genesis as the moment, so they haven't yet decided where they're going.

CCP then went over the current development roadmap with the CSM. There was some discussion regarding:

- The IGB removal and covering all of its functionality.
- Some performance optimization for the post-processing system
- Item packs for starter packs
- Removal of the Login queue
- One-Click Purchase (with further discussion regarding fraud and hacking concerns)
- Engineering Complexes

There were several other questions, most of which were directed to be brought up during individual team sessions.

There was also some discussion the importance of further focus on improvements to the PvE.

The topic of new players being pointed towards FW was brought up again, and that some improvements should be made in light of it.

When the topic of standings with FW was brought up, CCP Burger brought up that they're looking a bit into this and all sorts of expanded possibilities to actually make standings matter.

Noobman then brought up a topic that had been raised in the last session regarding Instant Action, and how people can find content quicker.

CCP Burger also brought up that they want to make the PVE has more impact in the universe instead of the current situation where it feels more like an attachment.

Sullen and Aryth then brought up that was extremely important to fix the remaining issues with Citadels before the November release as this was a source of major dissatisfaction in the community. CCP Mimic added that a number of these issues were part of the development effort for Engineering Complexes.

EVE Brand

CCP Attendees

- CCP Orca
- CCP Falcon
- CCP Guard
- CCP Manifest

CCP Orca opened the session by going over some recent research that CCP has been doing with players, using both Qualitative and Quantitative methods, and how this research was used to establish a clearer brand essence.

The three parts were:

- The awe of space and endless discovery
- Challenging and deep
- Multiplayer and Community

She explained what some of the changes they want to make for marketing. She then showed some examples of this thinking.

She then showed the timeline for marketing for the rest of the year. There was some discussion on a few of the particular points

She also talked about the EVE Store, and how CCP will be working with DPI to handle the entire store.

She then went over some of the ideas for the brand campaigns in the near future for attracting new players.

She then showed off the animatic for the new trailer.

Plans for campaigns to engage lapsed and current players were then discussed

She then asked for some feedback on some possible names for the November Expansion. A few suggestions were presented and the CSM liked one of those names more than the rest.

CCP Manifest then provided a link to a preview of the store: http://bit.ly/IqT6zt

There was some discussion of the items that were going to be initially available in the store.

CCP Orca then showed off a proof of concept video for the My EVE project discussed earlier. There was some laughter regarding the prototype video.

Events

CCP Attendees:

- CCP Affinity
- CCP Dorf
- CCP Hawkeye
- CCP Orca
- CCP Manifest
- CCP Guard
- CCP Falcon
- CCP Logibro
- CCP Seagull
- CCP Mannbjörn

CCP Affinity outlined CCP's plans for the upcoming event, Purity of the Throne, where the reward would be new SKINs for all Amarr ships. The CSM asked a few questions regarding the event, such as distribution and the chance for each particular SKIN to drop. They also went over the event that is planned for the coronation.

CCP Affinity then explained that the Crimson Harvest is also making a return. Sullen asked for more CCP to emphasize more strongly that Cerebral Accelerators fully expire rather than are unable to be injected with the end of the event if CCP uses them again.

Bobmon asked whether CCP was planning to stream the coronation on Twitch. CCP Falcon explained that the event in space was more an inspection of the honor guard rather than the coronation itself, which occurs on a planet in the system.

CCP Affinity then asked for any ideas for events or rewards they would like to see next year.

The idea of a Thukker vs Angel event where players can choose which side they wanted to support was floated by the CSM.

CCP Affinity then asked about loot containers. The CSM was generally supportive of them, with them also supporting the idea of players being able to sell them on the market.

CCP Affinity then asked about having rewards in a similar to an advent calendar, and what should be the minimum requirements to get rewards. There was some discussion on what sort of timeframe would be okay for players to be able to claim their rewards.

There was some discussion on the impact of limiting the events to certain types of space, such as lowsec. CCP stated that they had previously tried to have the event primarily in lowsec, and it resulted in a poor attendance. There was also some further discussion on what types of interaction players had in different regions of space. CCP also stated that their design decisions when making these events also depended on what their goals were for individual events.

The discussion then moved to the New Eden Store, with the first topic being the currently available SKINs and the palette of colors that were available. There was support and opposition for Pink SKINs.

There was then some discussion on more clothing, with the topic of corporation or alliance logos on in-game clothing. CCP outlined that there are currently some technical issues with being able to that at the moment, namely that a new asset would be needed for every different logo they want to do. There were some questions about the viability of being able to implement this system for both clothing and ships, with CCP replying that ships are much closer to reality and that they both have completely different systems so one doesn't come with the other.

CCP then asked some questions regarding bundling of SKINs, both on an individual and organization level.

The CSM then asked about when they would be able to see Citadel SKINs. CCP replied that they're well aware of the desire for them, and they're currently waiting on some new tech to be finished first.

Steve then asked when the recently seen hats would be available, with the response being that some of the hats would be a reward for Crimson Harvest, and would come to the store soon.

Steve then asked about the pricing of items in the store, with the response being that it's currently under discussion.

Jin'taan then asked about licenses that would allow you to apply that SKIN to any ship.

CCP then asked what the CSM thought was the main reasons that people use SKINs. The CSM then replied that it's mostly for show, with Xenuria elaborating explaining the psychological aspects of ego, vanity and individuality.

CCP then asked if the CSM had ever had cases where people used SKINs and clothing to represent their individuality or membership of an organization. The CSM replied they had, and gave some examples. They expressed some desire to see means for groups to have a "uniform" for their members. Xenuria enthusiastically proclaimed the fashion doctrines are a wondrous tool of psychological warfare and demoralization of the enemy.

The CSM then talked about killmarks, and related elements they though would be valuable (such as statistics for things other than kills), and how it would great to have them appear on killmails.

CCP then asked about having limited availability items (either time or quantity). The CSM thought they were generally a good idea, but there were some concerns around quantity limited items. The CSM also brought up that providing quantity limited items through blind auction and serializing the items would be better.

There was then some discussion of more SKINs around the Alliance Tournament based on the winners of the tournament, with proceeds going back to the Alliance Tournament.

Clone States

CCP Attendees

- CCP Rise
- CCP Cognac
- CCP Merc
- CCP Mr Happy
- CCP Recurve
- CCP Seagull
- CCP Logibro
- CCP Guard
- CCP Falcon
- CCP Manifest
- CCP Orca

The meeting started with CCP and the CSM introducing each other.

CCP Rise then explained that the main focus of today was to discuss the system level topics, such as multiple account usage, suicide ganking and others. They also explained that they were approaching development with the idea that they would prefer to be more hands off in restrictions for Alpha State players. CCP Seagull elaborated that the intention is not to make the smallest possible way for people to participate in the game, but instead wanted people to be able to meaningfully participate in the game with just an Alpha State character, but without causing massive problems for the game and CCP as a whole. The intention is not to *only* provide the Alpha as a first sample to hook people, but as a genuinely viable experience.

CCP Rise then moved to getting a list of topics that CCP wished to be discussed. They were:

- Simultaneous Logins and Multiboxing
- Highsec/Suicide Ganking

Xenuria asked if CCP was confident about having enough resources to deal with the additional load from trying to enforce rules across the additional players. CCP explained that they were confident they would have the resources, and that if they had doubts they wouldn't do it using such means.

CCP Rise then moved back to how Size Matters is planning to deal with simultaneous logins. CCP Cognac outlined that they would use a different method to detect multiple clients than they use now. CCP Rise then also brought up a point of how some problems may be problems in spite of Clone States (such as ECM alts). CCP asked the CSM what they thought of the difference between using trial accounts versus Alpha State accounts across the game and what they thought about the effects of allowing Alpha accounts to be run alongside Omega accounts. The CSM put forward that they thought it would be much, much easier due to no longer being required to recreate accounts and characters every two weeks, and that without the restriction the meta would shift to requiring multiple accounts.

There was an extended discussion on the various areas that CSM members could see Alpha State accounts being used to fill in roles that could be prone to abuse if they were able to be run alongside Omega State accounts.

The discussion them moved to suicide ganking. CCP asked specifically "Do you think a paying subscriber should or should not be able to be suicide ganked by a non-paying player? What about the other way around?", with the more generalist question "Should there be any gameplay that is not available to non-play players". Aryth responded that allowing Alpha players to suicide gank is lowering the barrier of investment to suicide ganking too much from a cost perspective.

CCP Seagull suggested that instead we should talk about what restrictions the CSM thinks should be in place. Aryth stated that the idea of the safety restriction for Alpha State accounts is heavy handed, and CCP agreed that they would prefer to not start with it.

CCP summed up so far, that so far it seemed that the desire was to lock down the ability to use additional alpha accounts heavily, and at least have the ability to turn safety restrictions on for alpha accounts.

Xenuria asked if there was a break point for CCP with regards to the extent of highsec ganking. CCP replied that they don't. They added that they can see that people want it to be possible, but that they saw there was a sentiment that it was a bit too easy. Aryth then asked if there was a metric with regards to the percentage of suicide ganks performed by Alphas. CCP replied that it would likely

be a combination of both the number of ganks and the percentage of those by alphas, but they don't have hard numbers yet.

Jin'tann brought up that there may possibly be a lot of extra players that would want to suicide gank if they removed the barrier that extra subscribed accounts provide.

CCP then asked about other areas of concern with alphas, namely scouting. Most of the concerns the CSM had were linked to running multiple accounts at once. There was some discussion regarding management of structures as well.

Mr Hyde then brought up ideas around allowing people to swap the race of skills you have available to your character. CCP brought up some difficulties they saw with that idea, such complications with moving around invested skill points. CCP also pointed out that people would easily be able to create new characters to get access to other racial skill sets. Jin'taan asked for the possibility of selecting what racial skill set would have for returning players, as many players might identify with a particular race that isn't that character's actual race.

Steve asked about skill extraction. CCP replied that they would like to not absolutely restrict alphas clones from extracting completely, but are looking at restricting them from extracting skills in the alpha set. This would allow previously subscribed characters to extract omega skills. They also added that they are considering allowing omega characters to extract the alpha skillset. The CSM raised some concerns that this could still be exploitable by skill point farmers. The CSM also asked what the training rate for Alphas would be, with CCP replying that at the moment it would be half the speed of an Omega. CCP also was interested in seeing any numbers that people could come up with regarding the change in profitability.

Sullen then brought up the issue of using alpha accounts to seed a large number of wormholes with scouts, to allow them to keep eyes in lots of different wormholes. Noobman replied that the lack of cloaks makes it impossible to scout in secrecy as you would now. He also believes that while groups could only realistically cover C6 wormholes, with there being too many other systems to cover them all. CCP then asked if the CSM had a solution in mind to solve the problem, with no easy solution coming to light. Jin'taan the added that this is a

problem for all areas of space, with Sullen pointing out that it's not quite the same as you can see the alpha characters in local.

Bobmon asked if CCP was intending on highlighting what state characters were in. CCP replied that they would need good reasons before they would do so. Aryth stated that they need that information so they know what their members can actually do and fly at that point of time. There was some debate over ways to show this information, with CCP having some hesitation to outright indicate the state of a character as they want minimize avenues to discriminate against alphas, especially for newer players. CSM stated that it might be more damaging to withhold that information as they may then have to verify alpha/omega status through alternative means.

CCP Rise then explained that they don't want people to be able to discriminate based on how much money another player is spending. The CSM stated that they didn't think that players would do that as much as CCP seemed to think.

Steve brought up that CCP should also be mindful of the maximum number of characters per corporation, and that they might need to increase it.

Gorski then brought up the potential problem of additional FW farming alts. CCP replied that at the moment it sounded like it was already a problem without Clone States, and was something that needed to be tackled separately. Jin'taan floated his previous proposal to add a timer rollback to FW complexes as something that might help.

The CSM asked about entosis links and jump clones, with the response being that Infomorph Psychology was being removed from the list of skills. This would allow characters to use existing jump clones, but not install new ones.

CCP Seagull emphasized again that the intention of clone states and the restrictions was not to encourage every alpha state account to subscribe, but to allow them to be able to play side by side with the omegas without wrecking the economy. She stressed that one of the parts that allowed for this mentality was that players could trade the subscription among themselves (skill points and PLEX), and as long as players on both sides of those transactions were happy, CCP was happy.

There were some questions raised about the CSM voting and eligibility raised, with the response from CCP Logibro being that there were no plans to change it to allow alpha accounts to vote or run.

Gorski then asked about the potential to add additional states. CCP replied that it could potentially be an option at some point in the future, but they are focusing everything at the moment on launch.

Bobmon then asked whether it would still be possible to sell characters on alpha accounts. CCP replied they hadn't made a decision on that.

Mr Hyde then brought up that there was some disparity between the various racial skill sets. CCP added that they especially want to avoid having a scenario where people heavily push towards one race just because of its skill set. CCP Rise continued that some of these problems are better solved by rebalancing the ships that alpha characters have access to rather than adjusting the skill sets.

Aryth then brought up locator agents and being able to run them across lots of alpha accounts. There was some discussion on the ease of using this method, especially compared to the current state.

The meeting ended with some final comments from the CSM, with things were like exploration, salvaging, and gas mining being highlighted as potential things for alphas to do. There was some discussion of PvE discussion alphas could do.

Mr Hyde then asked if alphas would receive global rewards, with CCP stating that they may get something, but not the same (especially if the rewards were valuable).

Team Psycho Sisters

CCP Attendees

- CCP Optimal
- CCP Claymore
- CCP MrHappy
- CCP Burger
- CCP Seagull
- CCP Semiotics
- CCP Wonderboy

CCP Optimal started by showing off the new character sheet they've been working on. He showed that most of the existing panels have been nested inside of a new set of tabs. The CSM reiterated their idea to see remaps removed. CCP Optimal then moved back to the skill window, and showed the CSM what the differences were in appearance between someone in an alpha state clone and an omega state clone. The CSM then probed a few elements of the new UI, and gave some feedback in areas concerning visibility of skills, performance under load and display of details for groups and skills. The CSM also asked about whether this meant there was a pause button now on the jump clone screen, with CCP Optimal replying that they are instead aiming to make it automatically pause, but this change would likely come in a later release. There was some feedback regarding tooltips for skills in the sheet, but CCP Optimal explained that there will be new tooltips that will explain more information. Bobmon then asked if it would be possible to display the bonuses of implants in the implant window, with CCP replying that they want to make a range of improvements including something similar.

CCP then showed the new layout for certificates. The CSM then asked if they could see the what a skill looks like while it was training. CCP Optimal showed that there is no longer an apply button, and that the skill queue is automatically saved when you make changes. He then showed that there are also new icons in the skill queue you can use to see what items and skills you can use once a specific skill is complete. Aryth asked if there were any changes that would allow you to pause a different character on the same account, with CCP replying there was no changes to that at this time, but they knew it was not an optimal experience.

The CSM then asked what it would look like for alpha players in the Ship Tree. CCP Optimal showed that there are indicators on the lines where ships are restricted, with the CSM being happy with how it looked.

Mr Hyde asked why it was that alpha state clones had a skill queue limit of 24 hours, with CCP replying that it was due to a desire to encourage alpha players to login more often. CCP also confirmed that the current infinite skill queue would remain in place for omega accounts.

CCP then showed changes to items in inventory windows. For alpha clones, it showed a hexagon overlay on items only usable by omega clones. The CSM added that the upgrade button on the tool tips in this case may become annoying, and they would like to see an option to toggle its presence. CCP also showed that items you do not have the skills for will now show the missing skills in the tool tip.

The CSM suggested that there should be an inventory filter showing only items that alphas can use. CCP liked the idea, and noted it down for later. The CSM also asked if the overlay would still be present when you have an omega clone, with CCP replying it wouldn't in the inventory window, and would instead show an overlaid icon in the show-info window. The CSM made some comments about how the hexagon overlay could be obstructive, and how it might be good to rethink the shape to something else.

Steve pointed out that it's not obvious that you can click things in the show info window to preview them.

Aryth asked if you would still be able to fit modules and ships without skills in the alpha state, with CCP replying that you should be able to.

CCP then showed off the changes in the market window, showing first the changes to the group tab. The CSM asked what changes were made to the details tab, with CCP admitting they hadn't made changes to it yet, but now would so.

CCP then showed the changes to the industry window, with the omega symbol being shown over the blueprint and the output item if they require the omega state to use.

Xenuria then asked if the fitting window also displays if you can't use something due to being in an alpha state, with CCP replying they hadn't made changes to it,

and that they would make changes to indicate that an item in a fitting wasn't useable to alpha clones.

The CSM also asked about whether or not alpha state players would be able to use any SKINs, to which CCP replied that there should be no restrictions on SKIN usage as they're not governed by skills.

CCP Sharq asked if the CSM thought there was need to have a separate filter for the market for alpha items only, with the CSM responding they would like to see one. Bobmon also asked if the skills filter for the market would show ships you could fly if you had the omega state, with it currently showing the items you can use with active skills.

Xenuria asked if mission rewards would have a warning for whether you could use an item or not, with CCP replied it currently doesn't

The CSM also asked about contracts and direct trade windows and whether they showed, with CCP replying that they would double check to make sure they show items are marked as unusable.

Noobman then asked if the lighting in the character animation pane in the character sheet changed if you changed the color palette for the UI, with the reply being yes.

The CSM then asked what the queue looked like with multiple skills, with CCP Optimal then blowing the minds of the CSM by shift-dragging skills to add successive levels to the queue.

The CSM asked how the skill queue now handled skills being dragged out of order. CCP admitted that it still just stops you from making the change, but they would like to change it so the other skills automatically go to the correct position.

The CSM also asked how the window would look on potato mode and with lower resolutions, and whether some of the fancier UI in the window would automatically turn off. CCP replied it would not, but that players can easily turn them off the first time.

The CSM asked if CCP could add back in the flat skill list, with CCP being resistant to the idea, explaining that it's not a nice UI and it's better to use filters.

EVE Metrics

CCP Attendees
- CCP Seagull
- CCP Quant
- CCP Larrikin
- CCP Logibro

CCP Quant explained that some of the requests that the CSM made were very difficult to actually dig up as they were complex, and that some of the statistics that were requested were not that useful.

CCP Quant then dived into the statistics they did gather, starting with ships that died with entosis links by ship type. He then showed entosis activations by region and entosis activations by ship type. A very obvious fact form these graphs was that entosis fit interceptors were heavily nerfed.

CCP Quant then showed the mineral supply delta, with CCP stating that they're okay with the current state.

CCP Quant then showed the damage received and inflicted from PVP for all ship groups for the year. Battleships had lots of damage taken, with cruiser drones having the highest damage inflicted.

CCP Quant showed off the number of ships of each group, with Frigates vastly outnumbering Battleships.

CCP Quant then showed off some stats regarding ships that were ganked. The CSM asked for a deeper dive into the statistics regarding rookie ship ganking, as the number of rookie ships being ganked seemed unusually high. CCP Quant pulled up some numbers while the CSM debated the cause, with no clear cause being agreed on.

CCP Quant then showed the daily average for wormhole loot.

CCP Quant finally showed a graph for the value of freighter kills vs the number of attackers. Arks were strangely absent from the list.

There was then some discussion on the retention statistics based on the race and school they choose, with certain schools having higher retention rates.

CCP Quant then went over some mining statistics by region.

All the graphs discussed are listed below. You can click the links to view them.

Clone State Alpha Skillpoint Caps (By Race and Skill Group)

EVE Online PVP Damage Profiles (excluding Smartbombs) – 2016

EVE Online PVP Damage Profiles (including Smartbombs) - 2016

Freighter Ganks

Mineral Supply (% change since September 2013)

Noctis Usage (% boarded at character logon)

Ship Counts in EVE by Group

Ship Counts in EVE by Group (excluding Shuttles, Frigates and Rookie Ships)

Wormhole Loot Value

Mining Volume in W-Space

Team Phenomenon

CCP Attendees
- CCP Larrikin
- CCP Frellicus
- CCP TomB
- CCP Burger
- CCP Guard
- CCP Logibro
- CCP Seagull

CCP Larrikin explained that Team Phenomenon was working on procedurally generated PvE. They elaborated that they are going to be starting small with creating NPC mining operations in space. The idea is to populate space with these operations, and allow players to interact with them. Examples could be that an opportunity such as having an option to rescue them (or help the attackers). Part of the future stretch goals is to have things such as standings have an effect on them.

He elaborated that they want to make it seem as close to real as possible. Haulers would be hauling ore away, and if they're attacked they may call in reinforcements.

Fafer asked if they would be depleting the asteroid belts, with CCP replying that they haven't decided yet. Jin'taan pointed out that having this would be a big buff to AUTZ miners.

CCP continued that they are working hard on improvements to the AI system. He also continued that they are planning to make the reinforcements also seem like a real combat force that acts like a real fleet would.

Xenuria asked how hard it is for NPC actors to have interesting dialog. CCP Larrikin explained that while it would be nice, their focus at the moment is to have them act realistically in combat first.

Fafer requested that CCP put lots of work into making sure that the NPCs actually behave sensibly based on their ship and loadout. CCP Larrikin explained that this

is one of their goals. CCP TomB also added that another thing they would do is make the NPCs spread out their EWar.

Gorski asked what kind of support could be expected if you had good standings to the NPCs. CCP Larrikin explained that they haven't decided, but one of the ones they liked was logistics support (e.g. A Guristas Basilisk warps in and shield reps you).

Aryth brought up an issue with existing belt rats where they try to fly between belts, and this means they get lost in space.

The CSM asked how it would interact with existing belt rats, with the response being that the two systems are entirely separate, so until they change something you might get a situation where the NPC fleet is reping you, but the belt rats are shooting you.

There was some further discussion on interactions with the NPC fleets.

Noobman asked what CCP thought of social PvE. Aryth asked if the NPC operators were going to be balanced around having multiple pilots, with CCP Larrikin responding that they want the system to respond to the number of people involved.

CCP Larrikin asked about what the CSM thought about balance between the various spawns, with the CSM suggesting that the rewards for a particular spawn type should increase the less it's killed.

Nashh asked if CCP could just replace the current belt rats, CCP Larrikin explained that often they see negative results when they replace existing systems this quickly, so they would want to see the new system slowly replace the old one if they were to replace rather than add.

The CSM asked if it would be possible to make the spawn's bounty increase if they kill players. CCP replied that they could make them loot the player wrecks.

CCP Larrikin added that they want to make sure that the system doesn't turn into gun mining.

Bobmon asked what ships the miners would use, with the reply being only a limited set at first.

Noobman asked if NPC Operations could start even if you were already in the belt, to which the answer was yes.

Jin'taan asked what were the main goals behind this. CCP Larrikin responded that they wanted to make the universe more dynamic and interesting.

CCP Larrikin asked the CSM about the names and types of the ships. At the moment, they can set the ship name dynamically for each of the variations, but they wanted to come up with a single type name so they don't need to author multiple ships for a single faction. A number of names were thrown around.

Noobman asked how you could find them, to which CCP Larrikin responded they want to add them to D-Scan. Aryth asked if the scan inhibitor would block being able to see them on the D-Scan.

The CSM asked about how capacitor warfare would work with the new NPCs, with CCP replying that there would be a huge rework required to make it work with any NPCs.

CCP Larrikin also showed that neuting and nosing would now show in the combat feed for both players. The intention is to do this for neuts, noses, remote reps and energy transfers.

CCP Larrikin also asked if they should make it that warp inhibiting messages should appear for everyone as they do now, or just for those involved. Most people responded that they should only show for those involved.

Balance and Boosts

CCP Attendees
- CCP Fozzie
- CCP Masterplan
- CCP Rise
- CCP Hooper
- CCP Mimic
- CCP Logibro

Mr Hyde suggested that the session start with discussion regarding the new fleet boosts. Noobman asked about the details of the titan effect generator bonuses and penalties for the remaining races, with CCP Fozzie replying that they aren't set yet and that they're interested in what the CSM thinks.

CCP Fozzie continued that they were thinking of having the resistance debuffs from titan effect generators be slightly stronger than the resistance bonuses. Noobman mentioned that some players were planning on using titan pilots with different skill levels to apply effect generators over specific areas. CCP Fozzie clarified that the effect generators will not have their range affected by skills, so this tactic wouldn't work.

Jin'taan asked if there were any plans to have the Titan effect generators appear on anything else. CCP Fozzie replied that it was something they were considering, but that would be later down the line. He also added that they could also consider system wide versions fitted on static structures.

Mr Hyde asked what means would players have for tracking the boosts you're getting, and if you would be able to see who boosted you. CCP Masterplan explained that they don't track who provided the boost, but they would show all of the boosts you have affecting you.

CCP further explained that they are going to merge some of icons on the effect bar as you are going to have a lot of icons from now on. The booster icons would also have timers so you can see how long you have left on them.

Jin'taan asked how soon CCP is planning to do a pass on the Command Ships, to which CCP replied they are doing a light pass for November. The basic role of the Command Ships would not be changing, as they are still intended to have useful combat ability. CCP wants each boosting ship to have multiple roles so that if they

don't need to pay much attention to their boosting for a while, they still have something to do. The CSM also asked about T3 Cruisers, to which CCP replied that it would come later for them as they need to line up time to make the changes at the same time as art.

Aryth added that one of the things he feels is missing at the moment is attrition between fleets. He described that both fleets no longer take reasonable losses, either both fleets can disengage if they start taking a few losses, or one fleet just destroys the other without losses to themselves.

There was then some discussion on the potential for destroyers to screen against bombs based on the previous demonstration.

Noobman asked if the other command ships would get bonuses to HP like the Damnation. CCP Fozzie responded that they likely wouldn't.

There was still some concern from the CSM around the range of boosting, with Sullen explaining that the range continued to be a source of community concern. Shorter range means that roles like interceptors and logistics would be harder to cover. CCP replied that having that limited range adds additional gameplay, and that they have an anti-goal of having people completely ignore the ranges and positioning. CCP said they are open to making changes to range but would prefer to at least wait and see for some public playtesting before making changes in this area.

Noobman asked if it would be possible to add links to the dreadnought. CCP replied that the dread is not focused on a support role, so they aren't planning on adding command bursts to them.

Gorski asked about the skirmish link sig bonus, and possibly nerfing it due to it being very powerful. CCP replied that they're already partly nerfing it by moving it to an AoE, but that they are open to looking at other options as they agree it is quite powerful and some good points have been raised by players.

Aryth asked about High-Grade Nomads, to which CCP replied that it could happen someday but they can't promise it right now.

Jin'taan asked if there were ever considerations about scaling drone control range with ship size rather than having it flat across all ships. CCP explained that they hadn't really touched on it much in the past, but they could consider it.

Xenuria asked if there was a reason there aren't implants or rigs (other than for sentry drones) that increase damage for drones. CCP Fozzie replied that this currently was for balance reasons, and originated from drones not being a primary weapon system. He continued that if they wanted to add them, they would have to reduce the base damage on drones.

Gorski asked if there were any plans to do a balance on T1 Cruisers, to which CCP replied they want to, depending on how much time can be found for design between now and November. They are interested in suggestions from the CSM as to which T1 cruisers and other Alpha-state ships should be priority for changes.

Bobmon talked about how players have been finding that the new Serpentis Super Carrier feels underwhelming compared to the Revenant, with CCP replying that they may need to make changes to both ships but that they can't promise timelines right now.

Mr Hyde brought up the topic of Marauders. CCP Fozzie explained that originally bastion was made to give a weapons timer due to concerns about station games, especially in highsec. The CSM discussed the impact it was having in several areas of space. CCP indicated that they are interested in whether the CSM thought removing the weapon timer from bastion entirely would cause problems. The CSM raised points on both sides of that issue. CCP Masterplan asked if the main problem with removing the weapons timer was just docking, to which the CSM replied it wasn't just docking. Mr Hyde also suggested that CCP move a lowslot on the Kronos to a mid.

The CSM then brought up the concern that balance updates are too infrequent. They brought forward the suggestion that CCP should have a set balance schedule, so that people can look towards predictable change. CCP Rise explained that previously there was a lot of push back from the community and the CSM where balancing was too frequent. Jin'taan brought up a good example of these scheduled changes was from Magic: The Gathering. CCP Rise replied that there is an additional issue where we'll always have people upset, and having scheduled changes without touching their stuff could make them feel worse.

Mr Hyde brought up the previous Tempest change as a good example of a small change CCP could make, but CCP Rise pointed out that it was a case of taking a low use ship and making that change, but didn't make any changes to the best ship which usually incites a stronger reaction. He added that there is a fine line between oppressive and popular.

CCP Fozzie also explained how balance time slots into development. Previously, balance has been slotted into space in the roadmap where there are features that are very engineering heavy and designer time was more free. If CCP wanted to move to doing balance changes as set features, then it would have impacts on the roadmap, delaying other features in ways that balance currently does not.

Nashh added that one of the things would be good is to have more notices from developers that they have looked at a balance concern that the community has and stating that they don't see reason to change (where appropriate) to inform that it has been at least been taken into consideration.

CCP Rise wanted to add that he was happy to hear that people wanted more balance changes.

Finally, CCP Fozzie went over the changes they are planning to the Tech 3 Destroyers based on the previous discussions with the Tech 3 Destroyer focus group.

CCP Attendees
- CCP Chimichanga
- CCP Bartender
- CCP Tellus
- CCP Burger
- CCP Orca
- CCP Avalon
- CCP Larrikin
- CCP SnowedIn
- CCP Falcon
- CCP Logibro

The meeting started off with CCP Burger going over the development on EVE Mobile so far. He also pointed out that the release is going to be a beta initially.

He then moved into showing some of the material from the recent gate review for EVE Mobile as there wasn't a live product he could demo.

The goal of the EVE Mobile app is to create a companion application for communication. It would include mail, events, notifications. This focus helps limit the scope of the app for now, as CCP needs to do a lot of backend work to allow the application to work.

He then went into the features. He first showed off the character profile. The CSM asked if you can ship spin, with CCP Bergur claiming he could ship spin for 16 minutes in a prototype, but that you wouldn't be able to do at launch.

Aryth pointed out that there needs to be some more reason to make people use the app over 3rd party ones. He asked what was the reason that they were developing it. The reply was that they wanted to make the changes to the backend anyway, that they wanted it for communication purposes, and that there is a lot more implicit trust in a CCP developed app.

CCP Burger then showed off the character switching, activity feed, mail, calendar and account management screens. Jin'taan asked if SKINs sales would be available in the app, but CCP Burger said it wouldn't until they can solve the 3D rendering of ships.

There were some questions regarding market integration, with CCP Larrikin responding that there are numerous game design considerations before they could commit to that.

Fafer asked if this app would replace EVE Gate, to which CCP replied yes. Fafer also asked about the security in the app, and whether they could do something like disable in app purchases from account management. CCP replied that one of the normal ways to mitigate this is Two-Factor Authentication.

Bobmon asked if it would be possible to get a community feed in the app for people that are part of the Fansite program.

Fafer asked if it would be possible to get a ping feature that would allow you to notify corporation or alliance members of an important event. CCP responded that they're already looking into it.

Tech Co proper then took over.

CCP Chimichanga introduced Tech Co, and what they're doing at the moment.

He also explained that are also moving many of the services into a cloud service, so some services may in the future never go down unless they're updating, even if Tranquility is down.

The topic then moved to cache timers, with CCP indicating that they want to bring them down as much as they can sanely, but they want to deal with the issue where someone might get kicked from a group and they need to invalidate the cache to remove access.

Innominate then asked if people would only be able to see corporation data they could see in the game, to which CCP responded yes.

Aryth then asked if it means that the maximum age of wallet transactions they can fetch would increase, to which CCP replied they would hope so, but they don't know the specifics of the current situation.

Structures

CCP Attendees

- CCP Fozzie
- CCP Larrikin
- CCP Habakuk
- CCP karkur
- CCP Nagual
- CCP Mimic
- CCP Masterplan
- CCP Logibro

The session started with discussion regarding Citadels. Questions were raised from the CSM regarding insurance, with CCP replying that they just need to get engineering effort for it. For repair, CCP originally intended on having the tether replace most of that, but now see the need to add it in. The CSM also highlighted that ships docked in citadels don't restore their shields or capacitor. Aryth then brought up the issue of not being able to track 0% tax being charged on some transactions, to which CCP replied they can look into it.

The CSM brought up questions about why people should bother about using Keepstars.

Jin'taan brought up some issues with the tethering, the first being in combination with the ESS. CCP admitted there were a number of issues with the ESS. Jin'taan also brought up the issue of being able to take from a DST's fleet hanger while it's tethered, with CCP replying that they currently don't see that as an issue worth trying to nerf.

Sullen brought up that you are unable to see the refining rates for different citadels in a system. CCP pointed out that there are difficulties without making new UI as they need to show refining rates for all the different items you can refine. This might come alongside a possible change to allow you to tax compression.

Bobmon brought up that it is too easy to move around now due to the tether. CCP acknowledged that it is very easy now, with CCP raising the question of what the

CSM thought of making it that you can't be tethered for an amount of time once they jump from a cyno.

Noobman asked about whether there was going to be more fixes for the loot containers from citadels. CCP replied that they're already fixed the issues with characters being in ships that were dropped, but they would appreciate it if the CSM provided lists of further pain points.

Noobman then brought up the issue of Citadel Fighters, to which CCP replied there's no simple solution, so any change is not likely for a long time.

The CSM then asked about shared hangers, to which CCP replied that it might be possible but no serious work has gone into investigating it yet.

Mr Hyde brought up the issue of damage caps in TiDi. CCP Fozzie stated that they are leaning towards flipping it around and starting to dilate the dps cap timer, but this is an ongoing discussion. CCP also stressed that they still want to see players filing Fleet Fight Notifications.

Noobman asked what CCP thought about their power against sub-capital ships; they're good against capital ships, and even reasonable against battleships but not great against cruisers and below. CCP responded that they could increase their power a bit, but they want to make sure that they're not solopwnmobiles against sub-capitals. CCP mentioned that it isn't ideal that the heavy reliance on neuts push people away from using any type of ship with heavy cap dependence. CCP added that a lot of the EWar made the Citadel a great force multiplier against sub-capitals and that this was a major part of the original vision.

CCP Masterplan brought up the idea of having the citadel's fighters appear at random frigate undock points instead of being distributed all over the structure radius.

Discussion then moved to the Engineering Complexes

Sullen asked what the benefits of the bigger complexes, to which CCP Fozzie replied that it would be similar to the Citadel in providing bonuses to more things at once as you increase in size. CCP also explained that the new rigs would provide bonuses to manufacturing (both TE and ME)

Noobman brought up the issue of T2 rigs for Citadels being extremely expensive. CCP replied that this is mostly by design, as they are the replacements for outpost upgrade platforms.

Bobmon asked about whether there were any plans still to develop the advertisement nexus, to which CCP replied that it is still planned for the future.

Fafer asked about the observatory arrays, to which CCP replied that they don't have any hard details at this stage, and it's more of a future project.

CCP Fozzie reiterated that their priority is to get to the stage where they can remove some technical debt (i.e. remove outposts and Starbases), so this is heavily informing their priorities.

Noobman asked what the issues were with the "deliver to" functionality. CCP explained that there were some problems with expanding normal inventory options to the personal deliveries hangars, and that no decisions about a solution have been decided on yet.

CCP then showed off some of the concept work for Engineering Complexes.

Jin'taan asked about Captain Quarters and whether there were plans to bring them into Citadels going forwards. CCP indicated that this is not in their current plans.

CCP further explained that Engineering Complexes would be weaker than citadels, have longer vulnerability windows and bonuses to manufacturing instead but otherwise be quite similar.

Fafer asked if you could anchor Engineering Complexes near Citadels, to which CCP replied no. The CSM expressed that they would love to see structures be able to be linked to each other. Although this was discussed within CCP at the very beginning of the project years ago, the complexity involved did not make this a viable option.

CCP explained that there would be a service module that would enable manufacturing everything but capitals and super capitals, another that enables capitals and a final one that enables supercapital manufacturing.

CCP Fozzie also explained that materials in build or completed but not delivered build jobs could possibly drop if the structure is destroyed, but the blueprint would go to asset safety.

CCP Larrikin asked what level of priority people considered tethered bumping compared to insurance. The CSM replied insurance was the higher priority issue.

The CSM and CCP agreed to further discussions regarding the priorities of issues and outstanding functionality

Steve asked if super capital building would still require the infrastructure hub upgrade, to which CCP replied yes.

Community

CCP Attendees
- CCP Shadowcat
- CCP Phantom
- CCP Falcon
- CCP Guard
- CCP Logibro

CCP Falcon opened the session by going over the responsibilities of the community team. Aryth opened with a comment about how it was terrible choice to have EVE Vegas during the week of Halloween, and how it makes it almost impossible for anyone with families to attend. CCP replied that they were constrained by other factors, and it was the best option they had.

Aryth also added that he could see EVE Vegas killing Fanfest, with CCP Falcon replying that Fanfest is still a very healthy event, but some North American players are gravitating toward EVE Vegas because it's a lot easier in terms of travel and expense.

Nashh asked if there was any news about Fanfest, to which CCP replied that it's going to be CCP's 20th anniversary as a company, so there'll be fun times had and quite a few interesting things going on. He also said that the theme is still undecided but he would like it to be CONCORD themed.

CCP Falcon also added that they were also mindful of the strength of the Icelandic Currency and how that affects travelers, since the Icelandic Kronur has become stronger over the summer.

Aryth asked about the extra events and payment options with PLEX, especially Sisters of EVE. CCP Falcon explained that there isn't really a large number of people using the PLEX option for Fanfest ticket purchases (an average of around 4% of tickets are bought with PLEX), so there isn't priority on creating a fully-fledged system to allow payments for Fanfest tickets and extras via PLEX after CCP moved to an external ticketing service.

Nashh wanted to bring up the topic of events. There were two things that Event organizers really want, and some had an unclear expectation of what they are "owed". He continued that one of the big things that these events bring is

community retention, but there is no clear communication between CCP and these community organizers, and that there needs to be some kind of basic guideline that states what people can expect CCP if they run an event. He also added they would greatly prefer to be under promised when they ask for support. He continued that this doesn't just apply to the presence of developers at events, but includes other things such as social media promotion. Sullen asked about how people could prove attendance, with Nashh replying it's fine to require people to have some kind of proven record. CCP Guard added that CCP is happy to help even new events out with social media. Nashh brought up the idea of having a Trello board that community organizers could then use to make requests and see when things are scheduled.

CCP Guard stated that CCP doesn't have a page on the community site that officially states what player organized events are, and how to contact CCP about them, and this might be a useful addition as there is no information on these topics out there.

Nashh summed up by asking if having this baseline would be possible, and could they make it clear to help give certainty to event organizers, and help manage expectations.

CCP Falcon added that hopefully they would be able to add more to the website with the new community site (that's coming Q2 next year, depending on the development roadmap for the web team), and that truthfully people have always have had inaccurate expectations on the level of support.

Nashh said that event organizers are, at the end of the day, entitled to fuck all.

Mr Hyde brought up the topic of the CSM itself. He went over that there was a previous discussion on whether alpha accounts would be able to vote, with CCP saying they wouldn't. Mr Hyde also asked if it would be possible to have the voting for the CSM in the EVE Client itself. He added that even with all the promotion, there are still a lot of lazy people who don't want to go out of the client to vote.

Mr Hyde asked whether everyone though that the total number of CSM members was good. He personally believed that the council should be reduced in size.

Nashh asked if term limits had ever been considered, to which CCP replied that they had, but they had never instituted it as the drawbacks outweigh the benefits.

Aryth added that it is difficult to find people inside his organization who were willing to run for the CSM, due to the latent reputation from previous CSMs.

There was then some discussion regarding the perception of the CSM in the community, especially as to their role and what abilities they have. There was a lot of points made about how the CSM doesn't have power, but instead had influence.

CCP Guard added that at the end of the day, CCP is a business and the CSM is not a group that is brought in to wield power or make decisions, but that sometimes influence is the best power.

Bobmon brought up the topic of Focus Groups. Mr Hyde stated that he didn't like the idea of focus groups, as either the CSM should have the capacity to work on that problem, or that people should be bringing back that feedback to the CSM members directly. The issue was also brought up that having focus groups sends mixed messages about the CSM. CCP stated that they will look further into the Focus Group issue.

Fafer brought up that he felt that roleplaying is feeling diminished in the game. Partly related to missions, and more related to live events. Fafer said he felt that role players are losing interest and that he was able to fly through CVA space and got no reaction when he said Amarr Victor.

CCP Falcon explained that they have two different ways that CCP can have direct presence in the game. There is the blue text, where it's CCP as themselves, and the yellow text, where CCP are playing actors in the universe. He continued that at the moment they just don't have enough people to run events as much as they would like, however with the advent of events like the Crimson Harvest and Operation Frostline, it's becoming less necessary, and he would personally like to see more of this type of event, with actors in space being reserved for special occasions, such as the upcoming coronation.

Jin'taan brought up that Role Players just want something to do in game.

Bobmon asked about the state of the ISD program, to which CCP replied that a lot of the old issues are finally being resolved as the new Volunteer Management System is coming online soon.

Bobmon also asked about the Fansite program, to which CCP replied that they're planning to throw out the old system entirely and start a new one, but this is held up with the changes to the community website.

Customer Support

CCP Attendees

- GM Arcade
- GM Grave
- CCP Falcon
- CCP Guard
- CCP Logibro

GM Arcade started with introducing the GM Leads and their roles.

He then talked about how a lot of Customer Support's reputation is based on what players have told other players. He then went over some of the changes to CS policy, such as having a more lenient reimbursement policy. He also detailed that they've moved towards giving out additional game time to people whose tickets are delayed. He also outlined how CS has also dropped support for DUST 514, and now added supporting EVE: Valkyrie.

Sullen asked whether GMs handle bug reports, to which GM Arcade replied they do not, and that generally they advise players to file their own bug reports. They added that they will escalate serious issues they encounter. Sullen asked about how they deal with things for time sensitive matters, to which CCP replied that generally those tickets go to their higher priority ticket queues.

GM Arcade then showed off the daily number of tickets across the last year, discussing some of the different ticket spikes. He then showed off the historical reply times, and explained their new approach where they aim to have all tickets have their first reply within 36 hours. He also explained that they have an average of about 90% satisfaction based only on feedback responses. GM Grave continued that while they don't predict they'll be able to hit 36 hours in November, they think they'll hit it in December.

As part of the goal to hit 36 hours for first reply time, CCP also went over how they're adding a whole lot of new GMs, getting more tickets handled in the right queues, optimizing the submission process for tickets, improving the tool kit for GMs, making changes in their policies, and using social media more. The CSM asked if they were worried about create a negative feedback loop by being more

lenient with reimbursements. GM Arcade replied that they make it explicit to players, and that they do take previous reimbursements into account.

The GMs then shared some previous funny cases (like placing solar systems in a ship).

Fafer asked how often GMs had to use slash commands to solve cases, to which GM Grave replied that they don't anymore thanks to these tool changes. Fafer also asked about how they handle different types of reimbursement cases, with CCP replying that higher value cases will generally have a higher level GM assigned to them.

CCP then explained their policy for where the player account's security was compromised. This is cases where the account password is weak, they reuse passwords or their email account is compromised. They explained that they have previously tried to restore items, but they are moving towards a policy of instead grant ISK of the rough value, and restoring skill points where applicable.

GM Grave also explained that CCP wanted to heavily encourage people to use 2 Factor Authentication (2FA). Innominate asked if it would be possible to have some way to tell if a character had 2FA enabled on their account, so they can mandate their own corporation members have 2FA before giving them roles. GM Grave also supported the idea. CCP Falcon asked if the CSM would be in support of giving a reward for activating 2FA on their accounts, to which they replied they would be in support.

Team Genesis

CCP Attendees
- CCP Ghost
- CCP Affinity
- CCP Dren
- CCP Skrekkur
- CCP Turtlepower
- CCP Edelweiss
- CCP RedDawn

The contents of this session are currently being withheld until after the release of a dev blog going over the topics discussed during this meeting. Check back later!

Nullsec

CCP Attendees
- CCP Habakuk
- CCP karkur
- CCP Nagual
- CCP Seagull
- CCP Fozzie
- CCP Larrikin
- CCP Logibro
- CCP Falcon

Steve started the meeting with the topic of Jump Fatigue, outlining that the goal appears to be limiting strategic movement compared to short range tactical movement. CCP Larrikin asked what the CSM saw as the solution, to which Aryth suggested a timer based on your displacement from where you started. CCP Fozzie replied that it's a proposal that's been floated, but there is a lot of complexity both in implementation and design. CCP added that they agree that there are a number of issues with Jump Fatigue. The CSM suggested a linear increase rather than multiplicative. Xenuria proposed adding a drug that would reduce jump fatigue, but would be extremely expensive. Bobmon pointed out that there's a lot of people that just don't use gates to travel. Bobmon also pointed out that hunting is much easier due to the reduction in routes they can take, but Innominate replied that Citadels have improved the safety to travel again. Mr Hyde suggested removing Jump Fatigue completely and just sticking with a flat reactivation delay.

Jin'taan pointed out that there are lots of people who would like to see the Jump Reactivation Delay scale increased (orange timer), but reduce the Jump Fatigue (blue timer). Mr Hyde asked if CCP had considered increasing the range again for capitals. CCP said that they had considered increasing it, and also asked what the CSM thought of bringing back different jump ranges for different types of capital ships. Most of the CSM supported bringing back different ranges.

Sullen brought up the issue of dead lowsec regions, where you can't get out other than by going back the way they can. Jin'taan added that the jump range change also destroyed life in several NPC Nullsec regions. Mr Hyde also added that now

that capital ships have been reworked, increasing the range will not bring back the negative experience that was previously present.

Jin'taan asked what people thought about jump bridges, and possibly reducing fatigue for them. Kyle asked if you could have reduced fatigue for using your own jump bridges. Aryth refloated the idea of having reduced jump fatigue for using them near your own capital system. CCP also pointed out that they will need to rework Jump Bridges to remove them from Starbases and that some of these ideas might be possible as part of those changes.

Mr Hyde brought up the idea of making a spool up for using jumps rather than a cool down. Steve floated an idea where you could start charging without a cyno, but if you hold for too long something negative would happen to your ship.

Sullen talked about how they have lots of taxi industrials sitting around. Members of the CSM asked if it would be possible to add the jump fatigue reduction to shuttles and pods.

Mr Hyde stated that he doesn't care what PL thinks.

The CSM discussed how they don't see holding sovereignty as worth the effort at the moment, and that it's not worth the headache of the infrastructure overhead.

Steve pointed out that he had previously made a proposal about an alliance level income system based on mining.

Jin'taan added that he is unable to see how the majority of his members earn his income, and that makes enforcing making players pay tax difficult without set systems.

CCP Fozzie responded that ways that would allow people to opt in to have something tracked for this purpose is interesting.

Jin'taan commented that CCP has mostly been adding highly complex systems, and that this is shutting out the smaller groups that don't have the knowledge to handle them.

The topic then moved towards Entosis Links. The CSM asked CCP how satisfied was with how the Entosis Link system worked out. CCP responded that they underestimated how much the change from firing weapons and doing damage to

a pure timer system would impact the experience. The CSM also asked if CCP was considering adding the damage cap system to sov structures. Jin'taan asked how CCP felt Entosis links affected fleet compositions. He explained that it felt like players are encouraged to have more mobile fleets and being able to disengage. Innominate pointed out that you can Entosis in throw away ships, and other members pointed out you can entosis in interdiction nullified ships. Jin'taan also pointed out that the guerilla warfare is actually quite boring.

Jin'taan pointed out that it's really painful at the moment because his opponents can basically run around for three hours. CCP and the CSM debated the current state of harassment potential and how it compared to the previous system. Kyle summed it up that he saw that the current system encourages people to use fast ships that can run way, not fight.

Mr Hyde asked what is the actual point of Sov at the moment, and why not just remove it once more structures are in. There were various points put forward by others present based on this idea.

Jin'taan brought up the issue of time zone locking, and how it makes it painful to use the system. Innominate stated that this was one thing that Starbase reinforcement got right.

Mr Hyde asked if there was consideration for adding more gates to help alleviate choke points. CCP responded that they're open to it and asked for specific proposals from the CSM for areas that were worth considering.

Sullen asked whether it would be possible to be able to set which corporation captured assets go to rather than having it go to the executor corporation by default.

Mr Hyde brought up the topic of Interdiction and Nullification. He asked whether there was any consideration to making a difference between the anchored bubbles and the other types of bubbles. This would allow for nullification to then work against only anchored bubbles. This means that manned gatecamps can counter groups that currently just slip through, encouraging people to gate camp again.

CCP asked whether the CSM thought that there should be counters to nullification, or do they want nullified ships to just not be combat viable. Most of

the CSM leaned towards wanting them to not being combat viable. They also stated that alternatively if it would be possible to make these ships more easily tacklable it would fix the issue.

Kyle asked if CCP had ever considered having a capital system exclusive structure. CCP replied they hadn't. Kyle suggested having a special jump structure that all other jump bridges in range could select as their target.

CCP Seagull asked what does the CSM find exciting to do with their groups. Aryth replied they really like their citadels, with other people agreeing that their groups also are liking them. Mr Hyde pointed out that it's nice that lots of little groups are popping up, but there's debate with how that popped up. Jin'taan summed up that people enjoy fighting for sov, not having sov.

She then asked, should CCP push forward with the new structures, versus going back and doing more work on Sov. The CSM supported pushing forward with Structures.

Mr Hyde floated the question of would it be beneficial to indicate occupied anomalies, due to the sheer number of anomalies and instant intel from local.

There was some further discussion on local and the intel it gives.

Lastly, Gorski asked if CCP could buff quantum flux generators.

Team Security

CCP Attendees

- CCP Random
- GM Grimi
- GM Arkanon
- CCP Guard
- CCP Peligro
- CCP Falcon
- CCP Logibro

As always, the Team Security minutes are redacted from the public minutes. Instead, we bring you a recipe from a CSM member, Steve Ronuken, for Honey Roasted Parsnips.

1kg Parsnips - peeled (or scrubbed, your choice) and cut in half lengthwise. (or quarters if they're too big. too small and they'll dry out and be nasty)

Preheat your oven to 190 degrees centigrade. (375F, or gas mark 5. Don't ask me about fan assist) with a roasting tin in it.

Cook the parsnips in salted boiling water for 5 minutes. Drain and pat dry.

melt some butter (50g or so) in the (now empty) pan. add some honey (1-2 Tbsp)

Add the parsnips to it. Coat well, but don't be too rough, or you may break them.

Sprinkle with grated Parmesan cheese (25-50g, maybe 1-2 Tbps) and thyme (Dried is fine. 1 tsp)

Add any of the butter/honey mix that's left to the tin. If there's none left, maybe give it a quick grease with butter

Put the parsnips in the tin, return to the oven, and roast for 20-25 minutes (they should be golden and tender)

Serve as a side dish. Maybe for a roast, or hearty stew. or Steak.

Mining and Industry

CCP Attendees

- CCP Masterplan
- CCP Habakuk
- CCP Fozzie
- CCP Mimic
- CCP Larrikin
- CCP Logibro

CCP Fozzie started with the changes to mining command ships, moving them to use drones to mine. Each successive ship gets bigger bonuses, but also means more risk. CCP stated that the Rorqual with a core active will be the highest yield miner in the game by a large margin. Noobman asked how the excavator drones will work, to which CCP replied they work just like normal mining drones. Steve asked if the Rorqual would now be able to go into highsec, to which CCP replied they wouldn't.

The CSM had a few questions regarding stats. Noobman asked if the Porpoise had an SMA, to which CCP replied it does not.

Steve then asked what changes will be made to mining drones, to which CCP Fozzie listed some changes, including the addition of a mining drone specialization skill.

Sullen asked how much mining comes out of lowsec, to which CCP replied very little.

Aryth asked how the much of a buff to its tank the Rorqual would be getting, to which CCP replied that without the core it's not increasing much, but the core would increase it drastically.

CCP Fozzie predicted that people will underestimate Rorquals in combat like they did skiffs when they were changed.

There was then some discussion regarding the P.A.N.I.C module and how it works.

Questions were raised about what would happen if the Rorqual ends up being too strong. CCP stated that if they see evidence that the Rorqual is too strong after

release they will nerf it, but that they are happy to err on the side of strength for now.

Noobman asked how much damage a combat fit Rorqual would do with Heavy drones, to which CCP responded about 2000 damage.

Aryth asked if there were any planned changes to the clone vat bay. CCP replied that there no changes planned right now.

Sullen asked if it would be possible to reduce the assembled volume of mining barges. CCP indicated that they would look into it.

CCP Larrikin asked about what the CSM thought about allowing cynos to be used while under the influence of the PANIC module.

The CSM asked if the other ships affected by the PANIC module would be able to do damage, to which CCP replied they wouldn't. The CSM also asked if they could use Ewar, to which CCP replied they can at the moment, but they can block that if they need to.

The CSM also asked if you could use Ewar on PANICed ships, to which CCP replied they could.

CCP also explained that all ships affected by PANIC can't warp.

The CSM asked if you could chain PANICs, to which CCP replied you could for all the extra ships, but not for the Rorqual itself (the Rorqual can't receive the PANIC from another Rorqual).

Aryth began hatching plans to create Morphite Smartbombs as traps. Sullen asked for the explosion damage to be increased.

Noobman asked if you could PANIC a ship that is Entosising, to which CCP replied that they won't allow that.

The CSM proposed Ice Harvesting Drones to add for the Rorqual, to which CCP replied that it's something to think about, but not are not in the current plans. Following up from the summit CCP investigated the technical side of ice mining drones and added them to the plan.

Jin'taan asked if there were any plans to bring back teams, to which CCP replied there are not.

Steve asked if there was any bandwidth to change the mining gameplay, to which CCP replied there isn't at the moment.

Steve also asked if there are plans to change the size of moon minerals, to which CCP replied they were seriously considering reducing their volume to make hauling them easier.

Sullen asked if it would be possible to compress gas, to which CCP replied its worth looking at.

CSM asked how often you could reactivate it, to which CCP replied it was currently had a reactivation delay of 10 minutes. Bobmon suggested making it burn out like an Emergency Hull Energizer.

Noobman talked about how smaller gangs would be unable to kill any ships if a group could keep cycling Rorquals effectively making the fleet invulnerable. CCP indicated that if this becomes a major problem it could be changed, but since Rorquals can't receive invulnerability from other Rorquals it won't be 100% safe.

The CSM asked if it would be possible to kill a ship under PANIC if it had no shields, to which CCP replied technically it would be possible, but you'll need a lot of dreadnoughts.

Wormholes

CCP Attendees
- CCP Fozzie
- CCP Masterplan
- CCP Larrikin
- CCP Mimic
- CCP Logibro

Noobman opened the meeting by describing how one of the biggest issues is scanning. It takes a long time to scan through the chain. What he believes would be useful would be to make it that you can tell what group a signature is earlier. CCP Fozzie pointed out that much of the UI for scanning is something that should be brought to Psycho Sister's attention. Noobman continued that there isn't much progression in getting the signature group info. Noobman explained that often, the payoff for the effort of scanning is not really worth it.

Noobman also proposed adding another level of state of wormhole towards it's end of life from 30 minutes to end. Sullen elaborated that currently an EOL hole is essentially an end of content as 4 hours seems like a waste when there is still activity that can be done in that time.

CCP replied that they're careful not make it too easy to know the exact time it's going to collapse. There was some debate between members of the CSM on whether it would make it too easy to project power through wormholes with the extra stage.

Noobman showed the results of a strawpoll regarding what people think of frigate holes, with the results being safe. He said that some people complained that having frigate holes are a hard stop to any sort of activity as they are almost impossible to collapse, though he doesn't think it's a big thing.

He then talked about having dual statics in C5s and the strawpoll showed that it was fairly even for people. When asked about C6s, the majority wanted dual statics in C6s.

Aryth added that it sounds like wormholers want more cake and to eat it too, and that he would like to see risk and difficulty of movement in wormholes preserved.

Some of the CSM agreed that it sounds like wormhole players want easy travel, which is what Nullsec is supposed to offer. Noobman explained that the purpose of the proposed change is to encourage PVP groups to move into them as well. CCP Fozzie explained that one of the reasons he thought that people are pushing for this change is that they have added dual statics to C4 and C2 space. He asked how would the CSM make the hypothetical C6 second statics feel unique and different from the other dual static systems.

Noobman asked if it would be possible to have slightly more wspace-wspace wormholes.

Bobmon recounted that it was already really easy to get kicked out of a C4 wormhole.

Noobman also floated the idea of adding a bunch of low mass C4-Null wormholes to let everyone do more roaming. CCP Fozzie replied that low mass wormholes are interesting, and he asked the CSM what numbers they thought were interesting. Aryth added that the size of the wormhole doesn't necessarily need to be balanced around a return trip as often fleets return by a different route to what they left through.

Aryth floated the idea of making flux generators add a static connection in a nullsec system, to which CCP responded that it would be very powerful.

Noobman then moved on to PvE. Showing the graph that CCP Quant shared earlier, he said that while people like completing sites the biggest complaint is that FAXes and Carriers feel mostly useless. Carriers have their fighters destroyed easily, and FAXes just make everything take longer due to more waves. Dreads are the only real capital ship worth bringing. Noobman continued that having to continuously keep refitting. He suggested having the avengers spawn at the end of the site instead. CCP replied that due to the way the dungeon system works, this would not be possible without very hacky things, so is unlikely to happen.

Noobman then went over some of the statistics from his group's PvE activities. One of the things he pointed out that the Data and Relic sites spawn a fair bit lower. Noobman also talked about site lifetime, and how many sites can just sit in space for a long time. He suggested that they lower it.

He then showed off another strawpoll asking if people completed capital escalations, to which is was more towards no.

Noobman also asked if it would be possible to improve the contents of the containers in data and relic wormhole sites.

Noobman then talked about how much gas you can mine due to the site restocking over multiple days.

Noobman talked about a few other issues in lower class wormholes, such as Class 2 being less valuable than Class 1s, how some data and relic sites don't seem to spawn their later waves.

Noobman stated that lower class wormholes would also like to see some more ease of transport of industrials to help stock markets.

Noobman also stated that smaller groups have issues with trying to anchor an Astrahus due to the 24-hour anchoring timer and having to maintain control the whole time.

Noobman also asked if it would be possible to have opt-in director level access to personal hangers.

Noobman also asked if they could make it that the role to allow gunning not also allow you to offline guns or pull out ammo.

The idea of allowing 4 capitals through high mass wormholes instead of 3 was raised by the CSM. CCP indicated that they would be open to changing this depending on what the WH community thought about it.

Beyond NPE

CCP Attendees

- CCP Affinity
- CCP Surge
- CCP Manifest
- CCP Guard
- CCP Logibro
- CCP Skrekkur
- CCP Ghost

The contents of this session are currently being withheld until after the release of a dev blog going over the topics discussed during this meeting. Check back later!

Team Size Matters

CCP Attendees

- CCP Rise
- CCP Merc
- CCP Cognac
- CCP Logibro
- CCP Seagull

CCP Rise started by going over some of the things he'd pulled from the previous minutes in the Clone States meeting.

The first was multi-login concerns, which at the moment CCP are aiming to limit as much as they can. Technical potential is still being explored.

He also explained that they will not be putting in any further restrictions assuming multi-login is addressed, and will have yellow-green safety available and on standby if they needed it.

Alphas will be able to extract skills, but not from any skills that are alpha skills for that character. Omegas may be able to extract alpha skills, but they are still deciding on that. There was some discussion on the exact profitability and scheme players would use to farm skill points. Innominate asked would it be more profitable with an omega account versus an alpha. CCP Rise also floated the idea of not having a restriction in at launch, and then later adding it.

CCP explained that they're not going to be making changes at this stage with regards to scouting due to the difficulty of making a fix.

CCP is happy to not allow alphas to fuel Starbases as the CSM brought forward concerns, and CCP doesn't really see alpha players signing up to fuel starbases anyway. Whether or not it's just access to stront will be decided by what solution is technically easiest.

CCP is already removing Infomorph Psychology to remove access to Entosis Links. Sullen brought up the idea of bumping up the requirements for Entosis Links to level 2, and instead allowing alpha characters to only get level 1 allowing them at least use jump clones. CCP was supportive of this idea.

Team Size Matters is okay with the alpha/omega status being added to the API, but it's not actually something they would do so they'll talk to Tech Co and Security.

CCP is currently planning to let colonies run as alphas, but won't let them collect anything from the planets. CCP is also adding gas cloud harvesting II to the skill list.

Moving to other topics, Research Agent points was a topic and Team Size Matters will look into it as there are some complexities with the system and account status.

The topic of alpha clones doing industry tasks came up. Steve suggested that they lower the maximum job length for alpha accounts. Aryth recommended that they instead add a little bit of extra tax for alpha characters (around 1%) to discourage them from large scale production.

Discussion them moved to balance for alpha accessible items. The CSM requested the ability to move characters between alpha and omega states for testing, to which CCP responded they would look into possibly adding a slash command for the test servers.

The topic of also solving players running out of skills they want to train after around 100 million SP came up, with some people suggesting skills that only have a cosmetic effect.

The idea of an Armageddon day again was thrown around, specifically on CCP's 20th anniversary followed by resetting the day's progress. Many ideas for how to exactly do this and the impact it would have followed.

Summit Review

CCP Attendees
- CCP Seagull
- CCP Guard
- CCP Falcon
- CCP Manifest
- CCP Logibro

CCP started by thanking the CSM for attending the Summit and contributing their time and experience.

Steve pointed out that it wasn't optimal to have a hotel further away. Other than that, the CSM was okay with the accommodations (other than the variable presence of baths and showers in rooms)

CCP Guard asked if the CSM felt that they had managed to talk to everyone and about everything they felt they needed to at this Summit. Nashh pointed out that it would have been nicer to have a longer community session. Gorski commented that it would have been nice to have a Lowsec and Faction Warfare session, with CCP Logibro replying that that session in particular was not put on the schedule as the development team is unable to commit to anything in the shorter term and Team Five-0 were already having a large number of meetings.

The CSM discussed ways to further highlight their state as CSM members, with options such as a medal in the character sheet, having different colored text in chat, to having an overlay in their character portrait. They state this would help inform players that there is a CSM, and may help encourage players to talk to them more.

Jin'taan asked about the state of the whitepaper rewrite, to which CCP Guard replied that it's something that they're working on, and would like to get taken care of before the next summit.

>>End of Summit<<