

# Staff Positions

Staff refers to every member in TNW who is chosen to hold a position of authority, be it primarily on the Minecraft server, the Discord server, or both. All of our staff are volunteers — no, we don't get paid, unfortunately! — and may dedicate as little or as much time as they would like. We have three main positions with increasing levels of both power and responsibility, and five secondary positions that serve as the aspect(s) of the server we want to focus on.

- Main Roles
- Sub Roles

# Main Roles

Wings of Fire: The New World has three main positions available, those being our **Helpers**, **Moderators** (Mods), and **Administrators** (Admins). These positions are attained either by application or by promotion.

## Helper

Helpers...well, help out! Helpers lend a hand around the Discord and Minecraft server. They can answer technical questions about the server, direct new players around the map, assist with other staff in events, and do a bit of moderating. Our helpers have permission to do the following:

## Permissions

### Discord

- Timeout members.
- Create private threads.
- Delete and pin messages.
- Mute members in voice channels.
- Purge messages

### Minecraft

- Edit all signs with formatting.
- Unwax signs.
- Mute a player in-game for a specified amount of time.
- Obtain a skull from any player.
- View the ticks per second (speed) of the server.
- Look up in-game interaction history.
- Summon items.
- Helpers also may, with supervision, have access to other game modes as help on server projects and builds.

Active trial moderators usually spend a few months in leadership and technical training with a moderator or administrator. **Trial mods are only promoted once they've got all the technical permissions mastered!**

## Selection

Helpers can be chosen in two ways. If the admin team notices that a **player is particularly active, respectful, and familiar with the community and server**, they might reach out to the player and ask if they'd like a spot on the team. Helpers are typically chosen if they **know a lot about TNW** and **are active and positive participants within the community**. Helpers are the only staff members that can be chosen without an application.

Alternatively, **helpers can be chosen through applications**. If staff applications open up, and a certain application shows merit, that person may be chosen to be a helper.

# Trial Moderator

Trial moderators are mods-in-training! Trial mods are responsible for moderation, and also help out much like our helpers. They direct people to appropriate channels, make sure language on the MC server is PG, and handle upkeep on the Discord. They have more technical permissions than our helpers, including the following abilities:

## Permissions

### Discord

- Manage roles.
- Manage nicknames.
- Timeout members.
- Kick members.
- Rename, close, and delete threads.
- Deafen members in voice channels.
- Manage slowmode.
- Warn members.
- Lock channels
- Set slowmode

### Minecraft

- All permissions in Helper.
- Bypass claim restrictions.
- Use WorldEdit commands.
- Manage Sandbox Mode.
- Jail players.
- Kick players.
- Change gamemodes.
- Use command blocks.
- Use debug sticks.
- View in-game messages and mail sent and received by and to other players.

Active trial moderators usually spend a few months in leadership and technical training with a moderator or administrator. **Trial mods are only promoted once they've got all the technical permissions mastered!**

## Selection

Trial moderators are typically promoted from helper. When looking at applications, we look for **responsible and respectful players who are active on both servers and are familiar with how Discord works**. Being **well-spoken with a good reputation** also helps, because moderators sometimes have to settle conflicts.

## Moderator

Moderators handle moderation on both the Discord and Minecraft servers, and have a few more technical permissions than a trial moderator. Moderators are also **responsible for training new trial moderators when and how to use bot and in-game commands**. Moderators have the following abilities:

## Permissions

### Discord

- All permissions in Trial Mod.
- Ban members.
- Mention everyone, here, and all roles.
- Move members in voice channels.

### Minecraft

- All permissions in Trial Mod
- Pause the in-game chat.
- Teleport players and entities.

## Selection

**No one can ascend directly to moderator**; a few months of training are required before being promoted from trial moderator. **Moderators must have good judgement and communication skills.**

## Trial Administrator

Trial admins are responsible for some moderation on both servers, but with a greater focus on the Minecraft server. They are responsible for **general moderation, diffusing conflict, diagnosing and remedying technical problems, and managing in-game events.**

Trial admins go through a minimum of three months of training on the following subjects:

- Discord bot commands
- Player management, diffusing conflicts, handling technical bugs
- Event planning, building, and management
- When and how to use basic commands (teleportation, gamemode switching, tellraw, kicking, muting, banning, inventory checks, effects, setting and deleting player homes, etc.)
- Plugin functions and commands (GriefPrevention, WorldGuard regions and flags, economy, WorldEdit, etc.)
- Command Blocks and syntax (impulse/chains/repeating, selector tags, scoreboards, practical uses, etc.)

All trial admins are required to host at least one major event before being promoted to a full admin! The "trial admin event" showcases all of the skills learned during their time in training.

## Permissions

Administrators are granted all permissions under supervision by an administrator.

## Selection

Like moderators, trial admins must have good judgement and communication skills. **Trial admins also must be patient and willing to learn and invest a lot of time in the Minecraft server,** since training takes a few months. Trial admins are only chosen through applications or promotions. Usually, moderators are promoted to trial admin, but helpers can also be promoted to trial admin on rare occasions.

**Trial admins are required to be at least fifteen years old!**

## Administrator

Admins are responsible for **moderation, technical, and social aspects on both the Discord and Minecraft servers.** Their expertise is on the Minecraft server, as they have had at least three months of training in command blocks and plugins. **The admins are the people who plan, schedule, arrange, and host major events.** Events like festivals, official parties, games, and competitions are admin-hosted and managed.

Admins are also responsible for doing the following things:

- Handle warns and infractions
- Set up warps and Hub teleports
- Suggest/manage plugins
- Train Trial Admins
- Suggest major changes
- Arrange and head staff meetings
- Develop server programs

## Permissions

Administrators are granted all permissions.

## Selection

**No one can ascend directly to admin;** a minimum of three months of training are required before promotion (see Trial Admin section.) Most admins start off as helpers or moderators before gaining experience and merit. **Well-spoken, trusted, helpful, well-known, and respectful staff members are the most likely to be promoted to administrator.**

**Admins are required to be at least fifteen years old!**

# Sub Roles

## Ambassador

### Overview

This section is under construction.

The Ambassador role serves as a **bridge between our collective staff team and the playerbase**.

### Skills

#### Emotional Intelligence

Ambassadors should be **emotionally intelligent, empathetic, and understanding of the players they manage**. They should be responsible for **spending time and being familiar with the playerbase** to moderate as best as possible.

#### Communication

Ambassadors should be **great communicators who are able to convey their thoughts** in a concise manner.

#### Conflict Resolution

Ambassadors should be capable of **resolving disputes between players effectively and timely**. While Ambassadors should be kind in their every day interactions, **player penalties — and the Ambassadors issuing them — should be fair and just**.

## Core Aspects

### Communication

This section is under construction.

### Directors

Members of the Ambassador team will most often keep close contact with Directors.

## Responsibilities

This section is under construction.

## Resources

This section is under construction.

The following resources may prove helpful for those who wish to become an Ambassador, or for Ambassadors who would like refreshers on what is asked of them:

# Builder

## Overview

The Builder role serves as a **bridge between our conceptual designers and the playerbase**. To do so, they must work with **creating structures, terraforming, and out-of-bounds patching** to ensure that any given event is not only beautiful, but as free of physical glitches as possible.

## Skills

Members of our Builder team should keep a specific set of skills in mind. If you do not currently have these skills, or even if you don't at the time of your joining the team, don't worry! We will show you the ropes and introduce these skills during your time as a Builder.

## Building

Builders should be **fairly confident in their building skills**. They should have an **artistic eye** and should be able to **transform concepts into reality**. While an innovative and unique attention to detail is heavily encouraged, we ask most of all that you **collaborate well with others while building** to match a vision.

## WorldEdit

Builders should be **comfortable with the basics of WorldEdit**. While they help greatly with the development of builds, and as such are recommended, **more complex features of the software are not expected**.



# Core Aspects

There are a few core aspects that Builders must keep in mind while they are on the team. Communication and responsibility are important for any team, so do your best to remember these!

## Communication

### Gamemasters

Builders will most often keep close contact with Gamemasters to **accurately convey the ideas** the latter wish to develop. Gamemasters are responsible for **bringing exciting ideas to the Builders**, and Builders must **spin these ideas into a visually rich environment**.

### Directors

Builders must occasionally **check in with Directors** to have their progress checked. While deadlines are scarce, Builders are often **among the last filters for a project to be completed**; as a result, Directors are responsible for **comparing the Builders' progress with other teams**.

# Responsibilities

This section is under construction.

Builders are responsible for ensuring that the areas they create are **free of out-of-bounds glitches**.

# Resources

🚧 This section is under construction.

The following resources may prove helpful for those who wish to become a Builder, or for Builders who would like refreshers on what is asked of them:

# Director

## Overview

🚧 This section is under construction.

The Director role serves as a **bridge between all subroles of the staff team**.

# Skills

## Leadership

Directors are expected to have **excellent leadership qualities**, able to **take charge of a conversation or meeting** to guide the topic(s). Directors should have a **great capacity to adapt** to the needs of their fellow members, **providing guidance and clarity** when needed.

## Communication

Directors should be **great communicators who are able to convey their thoughts** in a concise manner.

## Time Management

Directors should have a **good sense of project duration and time allocation** to make the most of any temporal constraints that might be present.

# Core Aspects

## Communication

☐ This section is under construction.

## All Roles

Members of the Director team will likely keep in contact with all other subroles of the staff team.

## Responsibilities

☐ This section is under construction.

# Resources

The following resources may prove helpful for those who wish to become a Director, or for Directors who would like refreshers on what is asked of them:

☐ This section is under construction.

# Gamemaster

## Overview

🚧 This section is under construction.

The Gamemaster role serves as a **bridge between our key events, unique RPG elements, and world development and the playerbase.**

## Skills

🚧 This section is under construction.

### Creativity

Gamemasters should be able to **brainstorm great ideas, prioritise uniqueness, and be able to tell a good story.**

### General Game Design

Gamemasters should have a **good understanding of what makes events and games enjoyable.**

## Core Aspects

### Communication

🚧 This section is under construction.

### Builders

Members of the Gamemaster team will most often keep close contact with Builders.

## Responsibilities

🚧 This section is under construction.

# Resources

The following resources may prove helpful for those who wish to become a Gamemaster, or for Gamemasters who would like refreshers on what is asked of them:

🚧 This section is under construction.

# Technician

## Overview

🚧 This section is under construction.

The Technician role serves as a **bridge between our technical concepts and day-to-day server management and the playerbase.**

## Skills

### Computer Literacy

Technicians should have some semblance of **familiarity with computers and their systems.** Skills in areas such as **networking, software, and hardware** are a great bonus, but not expected.

### Programming

Technicians are recommended to have at least some **exposure to programming languages** such as **Minecraft's commands, Java, JavaScript, and HTML/CSS.** Expertise or fluency in any of these is not expected, but **recognising each and a willingness to learn** will be greatly supported.

## Core Aspects

### Communication

🚧 This section is under construction.

### Gamemasters

Members of the Technician team will most often keep close contact with Gamemasters.

## Directors

Members of the Technician team will most often keep close contact with Directors.

## Responsibilities

🚧 This section is under construction.

## Resources

The following resources may prove helpful for those who wish to become a Technician, or for Technicians who would like refreshers on what is asked of them:

🚧 This section is under construction.