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 servers**. They can **answer technical questions** about the server, **direct new players** around the map, and **do a bit of moderating**.

Permissions

- `/editsign` - Allows the user to edit a placed sign with color.
- `/mute` - Mute a player for a specified amount of time.
- `/nick` - Assigns a player a nickname.
- `/seen` - Track when a player was last online.
- `/skull` - Give yourself a skull from any player.
- `/tps` - View the TPS of the server.
- Helpers also may, with supervision, have access to other gamemodes as help on server projects and builds

Selection

Helpers are chosen in two ways. If the admins notice 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 the in-game map** and **have quite a bit of playtime and messages on the server**. Helpers are the only staff member that can be chosen without an application. Helpers also do not have a trial period like moderators and admins.

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.

Current Helpers

- Lanie (Laniebug8000)

- Beezer (UnidentifiedBee)
- Ultra (Ultrapig1)
- Sky (SynchroSky)
- Ender (XEnder_WolfX)
- AnimatedAxonite
- Carp (carpinacup)
- Starrfrost
- Starrdragon
- Shatter (BeetleWing)
- Snoodew
- Twig (StubornTwig996)
- Phoenix (ThePhoenix314)
- Calwaii
- Alex (AlexTheGreat788)
- hoogebrain
- a.quatic (AquaticIvy)

Moderator

Moderators are responsible for many of the same tasks as Helpers, but with **quite a few more technical permissions**. They handle moderation on both the Discord and Minecraft servers, including **dealing warns, more presence in tickets, and more directly resolving conflicts**. They also are **able to assist in training new Helpers and Trial Moderators** with how to use bot and in-game commands.

Permissions

Trial

Discord

- Manage Roles
- Manage Nicknames
- Timeout Members
- Mute/Deafen Members
- Temp Ban
- Kick Members
- Activate Slowmode
- Warn Members

Minecraft

- All permissions in Helper
- `/gamemode` - Allows access to other gamemodes

- `/invswap` - Swap between two inventories
- `/jail` - Send a player to jail
- `/kick` - Kick a player from the server
- `/royalty` - Manage the royalty board
- `/sandbox` - Toggle Sandbox mode for themself or other players
- `/transfer` - Transfer ownership of a claim to another player or group

Senior

Discord

- All permissions in Trial Mod
- Ban Members
- Delete/Pin Messages
- Move Members

Minecraft

- All permissions in Trial Mod
- `/pausechat` - Disable the sending of messages in-game
- `/tp` - Teleport a player or entity to another player, location, or entity

Selection

Trial moderators are either chosen through applications or promoted from helper to trial mod. 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. **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.**

Current Moderators

Trial

- Abadraco
- Buzz (BuzzTheBee)
- Toad (SilverSnails)

Senior

- Shiny (Over4247)
- Kunahic
- Talon (PheonixTalon3)
- Viper (Just_Meadows)

- Goober (ratteee)

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 their respective subrole** (discussed below!). We are responsible for **arranging and hosting major event due to being much more technically capable**. Due to our high staff position, we must also offer assistance in **helping to train new Helpers, Moderators, and Trial Admins**.

Permissions

Administrators are granted all permissions.

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 go through a **minimum** of 3 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, economyshop, 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.

Trial admins are required to be 15+!

Current Admins

Trial

- Fog (fog_deity)
- Raina (PeekaPlay)
- Hollow (focusedvoid)

Senior

- ebelle
- Heron (iHeron_)
- Zilla (Godzilla1005)
- Seaviper (fffsgdfd)
- Bog (BogTheMudWing)
- Phen (PhenTheFireGirl)
- Silver (_SilverRain)

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.