

# 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.

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