



Realm of Aethel

Staff Reference

This document serves as a resource for standardizing the collaborative efforts of all Aethel staff.

Staff

Writer	Inspector	Builder	Developer
General	CoreProtect	World Types	Concepts
Lore Entries	Commands	Points of Interest	Projects
Collaboration		FAWE	External Resources
		Voxelsniper	Collaboration
		Collaboration	

Writer

General

Font: Century Gothic, 10

Line Spacing: Single, 0pt (Before & After)

New paragraphs begin on the next line and start with a tab.

Lore Entries

Entry Labels

- Begin each entry with its title, classification (see *Classification Types*), and author.
- Enclose the classification in square brackets.
- Enclose the author's first initial in greater than and lesser than symbols.
- Bold all three parts and use the general section's font and size.

Classification Types

[M]ajor Arc

Follows the main storyline and gives context to any new game mechanics that impact the universe in a significant way.

[S]upplementary

Supporting pieces of text in-game that give context to a plotline or build upon it.

[M]inor Arc

Documents developments in-game that do not impact the universe in a significant way.

[O]rigin Story

The universe's history and its laws of nature without it being tied to any in-game event.

[E]pisode

Moment that is self-contained and does not contribute to any outside plot in the universe.

Writing

- Maintain a solid tone throughout the entry. If a tone switch is necessary, then change it gradually.
- Avoid language that may make readers stray from the writer's intentions to deliver an emotional appeal.

- Make sure that dramatizations and any fictitious scenarios made to fit the course of events do not divulge into a tangent from the main portrayal of the characters' actions.
- Don't include any profanity outside of characters' dialogue.

Character Types

Momentary

- Appears only in the current entry
- Any type of personality
- Expendable

Recurring

- Established for current and future entries
- Established personality

Recurring Characters

- When writing a character, explore their personality in different scenarios rather than detract from or contradict it.
- Avoid any contradictions when expanding a character's backstory. The character can not occupy two spaces at the same time or have different mindsets within the same period.

Collaboration

Contributions

For group collaboration, writers will contribute to the Aethel Writers' Section, hosted on Google Docs. The link to this document is pinned in the staff channel, and you will need to be granted access to write within it.

Entry Types

To Do

Entries that still need to be written.

In Progress

Entries that are still in the process of being written.

Complete Entries

Entries that are completed and pending approval to be added to the lore document.

A description of the event should be noted to aid any contributor(s).

Players

- Maintain consistency and refer to the same player by only one name.
- Creating nicknames for players are acceptable but clearly establish who it is referring to before common use.

Documentation

- Provide names and short titular descriptions for all NPCs, organizations, and points of interest.
- Bold names and titles.
- Enclose the title by square brackets.
- For points of interest, include their location in the universe enclosed by curly braces.
- If applicable, describe the NPC, organization, or point of interest in the following four categories:
 - D: Description
 - B: Background
 - R: Relationships
 - A: Additional Information
- For NPCs, the D: bullet point includes their personality and morals.
- For organizations, the D: bullet point includes their goals.
- For points of interest, the D: bullet point includes their appearance.

- When expanding upon the lore of any NPCs, organizations, or points of interest, separate additional thoughts by vertical lines.
- Bold all glossary terms.

Inspector

CoreProtect

To fulfill your responsibilities as an inspector, you will learn how to use the CoreProtect plugin to monitor multiple types of logs within the server's database.

These types of logs include, but are not limited to:

- Player interactions
- Container transactions
- Blocks placed or broken
- Entities killed

Commands

CoreProtect provides several commands to utilize, and all require additional actions or parameters to specify further what the user needs to look up or do. This section will serve as a condensed guide based on the official documentation found [here](#).

Parameters

Type	Function	Notes
u: <user>	Whose actions	Separate multiple users using commas
t: <time>	How long ago	<ul style="list-style-type: none"> • Time amounts can be combined • Use a hyphen for ranges
r: <radius>	How far around the user	<ul style="list-style-type: none"> • World: #<worldName> • Server: #global
a: <action>	These types of actions only	See <i>Action Types</i>
i: <include>	Include specific blocks, items, or entities	Separate multiple types using commas
e: <exclude>	Exclude specific blocks, items, or entities	Separate multiple types using commas
#<hashtag>	Additional actions	<ul style="list-style-type: none"> • #preview: preview rollbacks or restores • #count: number of entries returned in a lookup • #verbose: additional information during rollbacks or restores • #silent: minimal information during rollbacks or restores

Action Types

block	+block	-block	chat	click	command	container
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+container	-container	inventory	+inventory	-inventory	item	+item
-item	kill	session	+session	-session	sign	username

/co i

This puts the user into inspection mode. Type the command again to exit out of inspection mode.

Inspection Mode

Left-click block	<i>Blocks placed or removed</i>
Right-click a block	<i>Blocks interacted with or edited</i>
Right-click to place a block	<i>Blocks placed or removed</i>
Right-click to place a block in a liquid	<i>Liquid placed or removed</i>

/co l

This allows the user to view data logs recorded within an area over a period using optional filters. A time parameter is required for each database query. Clicking on a coordinate the log record occurred will teleport the user there.

/co l <page>

This allows the user to view specific pages of logged data after a lookup is performed.

/co rb

This allows the user to revert player actions. See *Parameters & Action Types* to specify what to roll back.

/co rs

This allows the user to undo rollbacks or restore player actions. See *Parameters & Action Types* to specify what to restore.

Builder

World Types

Seasonal

The survival world and its dimensions (the Overworld, the Nether and the End) that are generated from a different seed every season.

- Builders are prohibited using commands to tamper with the seasonal world. However, they are allowed to copy terrain or structures from the seasonal world to put into the events world for mapmaking purposes.
- From the seasonal world, players can travel to Isladora and to specific dungeons.

Isladora

Permanent adventure mode world made with an RPG experience in mind.

- From Isladora, players can travel to the seasonal world, specific dungeons, and the events world hub that houses warps to different events.

Events

Permanent adventure mode world made to house replayable events.

- From the events world hub, players can travel to different events or Isladora.

Events World

In order to space out events far enough so that unoccupied sets' command blocks are not rendered, the events world is divided into imaginary tiles of 250x250 on the positive, positive axis. Sets are allowed to occupy multiple tiles according to their size requirements.

Event Placement

The first set in the events world begins at 500, 500, and all additional sets will be placed outwards from there.

1. Before beginning to archive an event in the events world, first trim down the set's extraneous layers from each side.
2. Then, copy and paste the set into the events world, positioning the set's bottom left corner on an x,z interval of 250.
3. Make sure that the set's primary ground level is at y63.
4. If necessary, readjust the placement.

Points of Interest

Planning

- Label all points of interest with a name and a classification. Being that they are unique, they should not be named anything generic.
- Elaborate ideas for points of interest as descriptively as possible. Include major details such as its shape, form and color composition. Minor details be omitted.
- Although unnecessary, providing concept drawings can be helpful for group cohesion.

Concept Drawings

- In most cases, providing an isometric view for the point of interest is sufficient.
- To demonstrate multiple floors to a point of interest, show a top-down view for each level.
- For top-down views, label them as to what vertical direction they represent. Label the base floor with a G, any ascending floors with an A, and any descending floors as a D.
- Follow elevation labels with their amplitude from the base floor.
- Enclose this vector in square brackets.

Tavern Attic [A1]

Tavern Bar [G]

Tavern Cellar [D1]

- Individual buildings within a larger type of point of interest do not need to be drawn out by floor plan, but locations of importance should be labeled if they provide anything significant to the players (ie. town hall, armory, stables).

Atmosphere

- To maintain consistency for points of interests' themes, adjust thematic shifts between different points of interest gradually.
- Blend similar colors together to avoid a sudden shift in color palette.

FAWE

To fulfill your responsibilities as a builder, you will learn how to use the Fast Async World Edit plugin (FAWE) to sculpt terrain and structures using brushes, generations, and selections. There are more commands available to you than listed here, but these are basic commands you can start with and will use the most often. This section will serve as a condensed guide based on the official documentation found [here](#).

Command Type

/brush	Brush Options	Generation	Selection	Region
Clipboard	History	Navigation	Utility	

Parameters: <required> [optional]

/brush

Brushes allow you to paint blocks directly into the world.

Subcommand	Parameters	Usage
blendball	[radius]	Smooths and blends
circle	<pattern> [radius]	Circle
cylinder	<pattern> [radius] [height] [-h]	Cylinder, -h = hollow
erode	[radius]	Erodes
gravity	[radius]	Simulates gravity
pull	[radius]	Pulls
rock	<pattern> [radius] [roundness] [frequency] [amplitude] [-h]	Distorted Sphere, -h = hollow
shatter	<pattern> [radius] [count]	Separates into uneven lines
smooth	[size] [iterations]	Smooths
sphere	<pattern> [radius] -h -f	Sphere, -h = hollow, -f = falling
splatter	<pattern> [radius] [seeds] [recursion] [solid]	Spotches, seeds = quantity, recursion = how large

Brush Options

Command	Parameters	Usage
/size	[pattern]	Brush size
/mat	[pattern]	Brush material

Generation

You can generate different shapes based on where you're standing.

Command	Parameters	Usage
//cyl	<pattern> <radius> [-h]	Cylinder, -h = hollow
//pyramid	<pattern> <size> [-h]	Pyramid, -h = hollow
//sphere	<pattern> <radius> [-h]	Sphere, -h = hollow

Selection

Wands let you select parts of the world to modify.

Command	Parameters	Usage
//pos1	[coordinates]	Set position 1
//pos2	[coordinates]	Set position 2
//size		Size
//wand		Selection tool

Region

Make sure you've selected an area with your wand.

Command	Parameters	Usage
//faces	<pattern>	Walls, ceiling, and floor of selection
//fall	[replace]	Blocks in selection fall
//hollow	[<thickness> [<pattern>]]	Hollows selection
//replace	[block] <block>	Replaces blocks with another
//set	[pattern]	Changes all blocks in the selection
//walls	<pattern>	Walls of selection

Clipboard

Command	Parameters	Usage
//copy	[-e]	Copies selection, -e = include entities
//cut	[-e]	Cuts selection, -e = include entities
//flip	[direction]	Flips clipboard
//paste	[-a]	Pastes clipboard, -a = skips air blocks
//rotate	<y-axis> [<x-axis>] [<z-axis>]	Rotates clipboard using parameter-specified degrees

History

Command	Parameters	Usage
//redo	[times]	Redoes the last action
//undo	[times]	Undoes the last action

Navigation

Command	Parameters	Usage
/ascend	[# of floors]	Goes up floors
/ceil		Goes to the ceiling
/descend	[# of floors]	Goes down floors
/jump to	[world,x,y,z]	Teleports to a location
/thru		Passthrough walls
/up	<number> [-f] [-g]	Goes upward some distance
/unstuck		Teleport out of inside a block

Utility

Command	Parameters	Usage
//fill	<pattern> <radius> [depth] [direction]	Fill a hole
//drain	<radius> [-w] [-p]	Drain a pool, -w = include waterlogged, -p = include plants
//ex	[radius]	Extinguishes fires
//removenear	<block> [size]	Removes blocks nearby
//replacenear	<size> <from-id> <to-id>	Replace nearby blocks

Voxelsniper

To fulfill your responsibilities as a builder, you will learn how to use the VoxelSniper plugin to sculpt terrain and structures from far away. This plugin, by default, uses an arrow and gunpowder as its sculpting tools. There are more brushes and patterns to play with than listed here, but these are some basic commands you can try to start with. This section will serve as a condensed guide based on the official documentation found [here](#).

Command	Usage	Command	Usage
/b <size>	Sets brush size	/b bb	Blend ball
/v <material>	Sets brush material	/b c mm	Cylinder brush
/b v	Cube brush	/b c mm	Splatter brush
/b e lift	Arrow's default	/b over d#	Flat hills
/b e melt	Gunpowder's default	/u	Undo

Collaboration

Contributions

For group collaboration, builders will contribute to the Aethel Builders' Section, hosted on Google Docs. The link to this document is pinned in the staff channel, and you will need to be granted access to write within it.

Point of Interest Labels

- The base classifications should identify most of the points of interest. If it doesn't classify the point of interest well enough, add it as a new category.
- To add a new point of interest, include its name, subclassification, and location in the universe under its primary classification.
- Enclose the subclassification in square brackets.
- Enclose the location in curly braces.
- Bold the name and subclassification.
- For biomes and dungeons, describe the type of landscape, structures, and creatures that visitors can expect to see there.
- For settlements, describe any unique or major structures and the settlement's cultural background.

Developer

Concepts

Concepts describe proposals for a new function or offer an improvement to an existing one. This is the first stage of the design process.

Concept Labels

- Name all concepts with a rudimentary name that describes what it does. The name can be altered later as the concept develops.
- With each concept, provide a classification of their functionality and reach. If a more specific reach description is necessary, add a dash and include its area(s) of influence.

Function

Purpose the addition will provide.

- Mobs
- Items
- Mechanics
- Structures
- Events

Reach

How wide of a physical area the concept influences.

- Local
- Regional
- Dimensional
- Global

- Enclose the function in square brackets.
- Enclose the reach in curly braces.
- Bold the concept name.

Projects

Projects detail the process of setting up the necessary components for the concept. This is the second stage of the design process and adds details of how the concept will work.

Triggers & Results

Triggers

Specific event the concept is listening for.

Natural Event examples:

- Time passed
- Time of day
- Natural spawn
- Weather

Artificial Event examples:

- Button pressed
- Player entering proximity
- Mob kills
- Item detected within an area

Results

Outcomes when trigger conditions are or are not met.

If there are alternate outcomes, then this needs to be included within the results section. Exclude "do nothing" states.

Technical Description

Technical descriptions are a step-by-step explanation of how the concept will process its trigger(s) and result(s).

- List all necessary conditions in chronological order that give the concept its functionality.
- Clarify if any tasks or methods are asynchronous.
- Enclose all variable names in quotation marks.

External Resources

Resource Packs

Contains textures, models, and animations for client-side rendering.

- If necessary for a specific event, provide a link as to where the resource pack can be downloaded.
- Resource packs should not be mandatory to play on the server nor should they be required to be downloaded upon login.

Data Packs

Contains .mcfuction files that execute commands in-game.

- For custom functions, contribute to the server's collaborative [data pack](#).
- Functions and tags should be self-commentating as to what role and function they fulfill.
- Adding external data packs are allowed, but their features should be reviewed first. Modifications may be necessary before they can be added to the server.

Plugins

Compiled Java code that interacts with Spigot API to run server-side.

- For custom mechanics, contribute to the server's collaborative plugin (repository to be created).
- Name compiled builds with the following schema:
aethelPlugin_<season>_<buildVersion>
(aethelPlugin_3.5_12)
- Method and variable names should be self-commentating as to what role and function they fulfill.
- Comments are expected throughout various parts of its implementation.
- Adding external plugins are allowed, but their features should be reviewed first. Modifications may be necessary before they can be added to the server.

Collaboration

Contributions

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