



## Aethel

Staff Reference

### Staff

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### Lore Master

#### Standards

**Font:** Century Gothic, 10

**Line Spacing:** Single, Opt (Before & After)

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

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#### Lore Entries

##### Entry Labels

- Begin each entry with its title and classification (see [Classification Types](#)).
- Enclose the classification in square brackets.
- Bold both parts and use the general section's font and size.

##### Classification Types

###### [M]ajor

Significant developments.

- Main story
- Mechanics

###### [Mi]nor

Nonsignificant developments.

- Side stories
- Player interactions

###### [E]pisodic

Self-contained moments.

- Server events
- Minigames

###### [D]ialogue

Supporting texts.

- NPC speech
- Dialogue

###### [O]rigin

Background history.

- Third-person perspective

##### Writing

- Maintain a solid tone. Transition gradually when switching tones.

- Avoid language that may cause readers to deviate from the writer's purpose to deliver an emotional appeal.
- Ensure that any dramatizations of the course of events don't deviate from the representation of the characters' actions.
- Avoid using profanity outside of the characters' dialogue.

### **Character Types**

#### Occurring

- Singular appearance

#### Recurring

- Multiple appearances
- Established personality
- Past entries build upon their development

### **Recurring Characters**

- When writing about a recurring character, attempt to explore their personality in different scenarios rather than detract from it.
- Avoid any contradictions when expanding a character's backstory. The character cannot occupy two locations or have two separate attitudes at the same point in time.

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### **Collaboration**

#### **Contributions**

Writers will contribute to the Aethel Lore Masters' Section hosted on Google Docs. The document's link is pinned in the staff channel, and you will need to be granted access to write within it.

#### **Players**

- Maintain consistency by referring to the same person by only one name.
- Nicknaming players is acceptable, but first, clarify who it refers to.

#### **Documentation**

- Provide names and short titular descriptions for all NPCs, organizations, and points of interest.
- Bold names and titles.
- Enclose the title in square brackets.
- For points of interest, include their location in the universe enclosed by curly braces.
- Describe the NPC, organization, or point of interest in the following categories:
  - D: Description
  - R: Relationships
- 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.
- Bold all glossary terms.

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### **Game Moderator**

#### **Minecraft**

Using built-in commands, you'll have access to:

- Player Utility
- Inventory Modification
- World Modification

Some of the built-in commands require additional parameters to define what the user needs to do. The section below serves as a condensed guide to the [official documentation](#).

### Player Utility

Type	Usage
/spawnpoint	Sets a player's spawn point.
/gamemode	Sets a player's game mode.
/whitelist	Manages server whitelist.
/kick	Kicks a player off the server.

### Inventory Modification

Type	Usage
/give	Gives an item to a player.
/enchant	Enchants a player's selected item.
/clear	Clears item(s) from a player's inventory.

### World Modification

Type	Usage
/effect	Adds or removes effects to entities.
/tp	Teleports entities.
/kill	Kills entities.
/summon	Summons an entity.
/time	Changes or queries the world's game time.
/weather	Sets the weather.

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### Essentials

Using Essentials, you'll have access to:

- Crafting
- Player Utility
- Inventory Modification
- Teleportation

Some of Essentials' commands require additional parameters to define what the user needs to do. The section below serves as a condensed guide to the [official documentation](#).

### Crafting

Type	Usage	Parameters
/wb	Crafting table	
/anvil	Anvil	
/grindstone	Grindstone	
/smithtable	Smithing table	

/stonecutter	Stonecutter
/loom	Loom
/carttable	Cartography Table

### Player Utility

Type	Usage	Parameters
/nick	Changes a player's nickname.	[player] [&#Hex] <nickname   off>
/getpos	Gets a player's coordinates.	[player]
/seen	Show a player's logout time.	[player]
/playtime	Show a player's playtime.	[player]
/fly	Fly	[player] [on   off]
/speed	Changes a walk or fly speed.	[type] <speed> [player]
/god	Invulnerability	[player] [on   off]

### Inventory Modification

Type	Usage	Parameters
/invsee	See and edit inventories.	<player> [armor]
/echest	See and edit ender chests.	<player>
/enchant	Enchants held item.	<enchantment> [level]
/repair	Repair item durability.	[hand   all]

### Teleportation

Type	Usage	Parameters
/back	Returns to location prior to teleport.	
/tphere	Teleports a player to you.	<player>
/tpoffline	Teleports to a player's logout location.	<player>
/home	Teleports to a player's spawn.	[player:]<name>
/world	Switches between worlds.	[world]

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### InventoryRollbackPlus

Using InventoryRollbackPlus, you'll have access to restore player inventories at different points in time.

There is only one command:

- /irp restore [player]

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### **CoreProtect**

Using CoreProtect, you'll have access to records of:

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

Each of CoreProtect's commands require additional parameters to define what the user needs to look up or do. The section below serves as a condensed guide to the [official documentation](#).

#### **Commands**

Type	Usage
/co i	Toggles inspection mode.
/co l	Views interactions in an area. A time parameter is always required, while additional filters are optional. Click an interaction's coordinates to teleport to the location.
/co l <page>	Views pages of interactions after a lookup is performed.
/co rb	Reverts player interactions. See <a href="#">Parameters</a> & <a href="#">Action Types</a> .
/co rs	Undoes rollbacks. See <a href="#">Parameters</a> & <a href="#">Action Types</a> .

#### **Inspection Mode**

Type	Usage
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>

#### **Parameters**

Type	Function	Notes
u: <user>	Whose actions	Separate multiple users using commas.
t: <time>	How long ago	<ul style="list-style-type: none"><li>• Time amounts can be combined</li><li>• Use a hyphen for ranges</li></ul>
r: <radius>	How far around the user	<ul style="list-style-type: none"><li>• World: #&lt;worldName&gt;</li><li>• Server: #global</li></ul>
a: <action>	These types of actions only	See <a href="#">Action Types</a> .

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"> <li>• #preview: preview rollbacks or restores</li> <li>• #count: number of entries returned in a lookup</li> <li>• #verbose: additional information during rollbacks or restores</li> <li>• #silent: minimal information during rollbacks or restores</li> </ul>

### Action Types

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

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## World Builder

### Standards

#### General

- Notify a developer or game moderator to make armor stands, item frames, or entities non-interactive (unable to be damaged or stolen from) upon completion.
- Use appropriate colors when building to maintain an area's atmosphere and tone.
- When transitioning between regions, blend both regions' color palettes together at their borders.

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### World Types

#### Disabled Builder Permissions

<u>SMP</u> Survival world that is generated from a different seed each season.  Dimensions: <ul style="list-style-type: none"> <li>• world</li> <li>• world_nether</li> <li>• world_the_end</li> </ul>	<u>Resource</u> Survival world(s) that are generated to supplement the SMP world when it is fully explored.  <ul style="list-style-type: none"> <li>• world_rss</li> </ul>
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#### Enabled Builder Permissions

<u>RPG</u> Engineered adventure world with an RPG experience.
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- world\_rpg

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## **RPG**

### **Quadrants**

The RPG world is sectioned into four quadrants, all of which have a defined use:

#### **Q2 (-,+)**

##### Free Space

Can be used to work on or store assets.

#### **Q1 (+,+)**

##### Adventure

Primary landscape that contains settlements and their NPCs.

#### **Q3 (-,-)**

##### Situations & Events

Situational NPC or environmental interactions and event assets.

#### **Q4 (+,-)**

##### Dungeons

Enclosed areas with scripted combat experiences.

### **Asset Placement**

The first asset in each quadrant begins at an offset of 100, 100 in their respective directions. All additional assets will be placed outwards from there.

1. Before beginning to position an asset, trim down the asset's extraneous layers from each side first.
2. Then, copy and paste the asset to be positioned in a way where one of its bottom corners are on an x, z interval of 10, 10, and its primary ground is at y63.
3. If necessary, readjust the placement.

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## **FAWE**

Using Fast Async World Edit (FAWE), you'll be able to sculpt terrain and structures using brushes, generations, and selections.

There are more commands available to you than listed here, but these are the core commands you will typically use. The section below serves as a condensed guide to the [official documentation](#).

### **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]	Splotches, 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

Select an area with your wand first to use region-based commands.

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
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### 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
/jumpto	[world,x,y,z]	Teleports to a location
/thru		Pass through 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

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### **VoxelSniper**

Using VoxelSniper, you'll be able to sculpt terrain and structures from far away. By default, this plugin uses an arrow and gunpowder as its sculpting tools.

There are more brushes and patterns to use than listed here, but these are some basic commands you can start with. The section below serves as a condensed guide to the [official documentation](#).

#### **Commands**

Type	Usage	Type	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

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### **Axiom**

Using Axiom, you'll be able to rapidly sculpt large regions of terrain.

There are more features to utilize than listed here, but these are the most common features you'll use. The section below serves as a condensed guide to the [official documentation](#).

#### **Builder Mode**

By default, Left Alt opens the Builder Context Menu. To swap hotbars, use your scroll wheel or number keys while it is open.

On the left-hand side of the menu, you'll find Capability toggles, while on the right-hand side, you'll find a slider which will allow you to change your flight speed.

#### **Capabilities**

Type	Usage
Tinker	Debug stick
No Updates	Prevents updates when breaking or placing blocks nearby
Force Place	Bypasses placement restrictions
Replace	Right click to replace targeted block with held block
Bulldozer	Left click to break blocks quickly
Enhanced Flight	Precise flight without leftover momentum

#### **Editor Mode**

##### **Edit**

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Type	Default Shortcut	Usage
Undo	Ctrl+Z	Reverses the most recent action
Redo	Ctrl+Y	Reverses the most recent undo
Cut	Ctrl+X	Stores the selection to the clipboard
Copy	Ctrl+C	Copies the selection to the clipboard
Save Blueprint	Ctrl+P	Saves the current selection as a blueprint

### Select

Type	Usage
Clear	Clears the current selection
Mask	Select blocks within the selection that match the chosen block
Expand	Expands the selection by a specified number of blocks
Shrink	Shrinks the selection by a specified number of blocks
Bounding Box	Creates a cuboid selection around the furthest points of the selection

### Create

In this submenu, you can create spheres, cuboids, cylinders, cones, and pyramids.

### Operations

Type	Usage
Fill	Fill selection with the chosen block
Replace	Replace specific blocks in selection with the chosen block
Drain	Drains an area of all fluids, including waterlogged blocks
Waterlog	Floods an area with water, toggling waterloggable blocks
Simulation > Gravity	Makes all blocks with air below them fall as if they were affected by gravity
Analyze	Returns information on block counts and distribution

### Tools

#### Select

Type	Usage
Add	Adds the selected area to the current selection
Subtract	Subtracts the selected area from the current selection
Replace	Replaces the current selection with the selected area
Intersect	Selects only the area that overlaps with the current selection
Box	Cuboid selection
Magic	Selects all adjacent blocks of the same type

Freehand	Selection based on brush strokes
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### Painting

Type	Usage
Painter	Paint blocks with a single type
Gradient	Paints gradients using multiple blocks, set pos1 and pos2 and choose between planar or sphere

### Drawing

Type	Usage
Freehand	Standard brush with currently active block
Sculpt	Pulls existing blocks from the surface
Rock	Roughens surfaces
Weld	Adds mass to a surface
Melt	Subtracts mass from a surface

### Heightmap

Type	Usage
Elevation	Raises or lowers a surface within the selection a layer at a time
Flatten	Lowers terrain above and raises terrain below
Slope	Creates a ramp or slope between two points

### Manipulation

Type	Usage
Smooth	Softens terrain
Distort	Makes terrain bumpier
Roughen	Makes terrain rugged or jagged
Shatter	Adds cracks to terrain
Extrude	Expands or contracts surfaces

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### Collaboration

#### Contributions

Builders will contribute to the Aethel World 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

- 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.

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## **Developer Standards**

### **General**

#### Minecraft / Data Packs

- Name functions and tags to be self-commentating.
- Name all tags and IDs that describe entities and items in pascal case (first letter of every word capitalized, with no spaces).
- Shorten references with this general naming schema:
  - Omit all articles (a, of, the, ...).
  - Use 3-4 letters for each word.
  - Use a dash for variants (i.e. type-1, type-2, type-3, ...).
- Preserve armor stands by giving them Invulnerable and Marker as NBT tags.

#### Plugin

- Name classes, methods, and variables to be self-commentating.
- Leave documentation comments for all classes, interfaces, enumerations, methods, and fields.
- Link all classes. Interfaces, enumerations, and methods when referring to their usage.
- Correct all warnings provided by the JavaDoc generation command.
- Name compiled builds with the following schema: AethelPlugin\_<buildVersion> (AethelPlugin\_1.2.2).

### **Minigame Maps**

#### Blocks

- Place all command blocks that control the game and its settings near the entry point.
- Label all buttons and represent them with iron blocks. If the button only affects only a single player at a time, mark where its positioned selector is with a smooth stone block.

#### Scoreboards

- Unless the minigame requires multiple scores tied to individual players, then use a single scoreboard for all its maps.
- Use a map's name to create ids for each scoreboard value related to it (the first letter of each of its syllables).

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## **Plugin**

### **Commands**

Type	Parameters
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<b><code>/aethelitem</code></b> <a href="#">Tutorial</a> Saves and retrieves persistent items.	<ul style="list-style-type: none"> <li>• N/A - opens main menu</li> <li>• "reload", "r" - reloads the item registry</li> </ul>
<b><code>/aethelentitytag</code></b> Modifies entity's plugin property tags.	<ul style="list-style-type: none"> <li>• "get", "g" - gets all plugin tags</li> <li>• "set", "s" - sets a plugin tag</li> <li>• "remove", "r" - removes a plugin tag</li> </ul>
<b><code>/aethelitemtag</code></b> <a href="#">Tutorial</a> Modifies item's plugin property tags.	<ul style="list-style-type: none"> <li>• "get", "g" - gets all plugin tags</li> <li>• "set", "s" - sets a plugin tag</li> <li>• "remove", "r" - removes a plugin tag</li> </ul>
<b><code>/buff</code></b> <a href="#">Tutorial</a> Modifies an entity's buffs.	<ul style="list-style-type: none"> <li>• "get", "g" - gets entity's buffs</li> <li>• "add", "a" - adds a buff to the entity</li> <li>• "remove", "r" - removes all buffs from the entity</li> </ul>
<b><code>/character</code></b> <a href="#">Tutorial</a> Views a player's RPG data.	<ul style="list-style-type: none"> <li>• N/A - opens character sheet belonging to the user</li> <li>• &lt;playerName&gt; - opens character sheet belonging to the player</li> </ul>
<b><code>/developermode</code></b> <a href="#">Tutorial</a> Toggles developer mode.	<ul style="list-style-type: none"> <li>• N/a - toggles mode on/off</li> </ul>
<b><code>/forge</code></b> <a href="#">Tutorial</a> Create and modify Forge recipes.	<ul style="list-style-type: none"> <li>• N/A - craft recipes</li> <li>• "edit", "e" - modify recipes</li> <li>• "reload", "r" - reloads the recipe registry</li> </ul>
<b><code>/itemeditor</code></b> <a href="#">Tutorial</a> Modifies item properties.	<ul style="list-style-type: none"> <li>• N/A - opens main menu</li> </ul>
<b><code>/location</code></b> Saves, tracks, and compares locations.	<ul style="list-style-type: none"> <li>• "get", "g": gets saved locations</li> <li>• "add", "a": saves a new location</li> <li>• "remove", "r": removes a saved location</li> <li>• "track", "t": tracks a location</li> <li>• "compare", "c": compares two locations</li> </ul>
<b><code>/ping</code></b> <a href="#">Tutorial</a> Responds with player's ping.	<ul style="list-style-type: none"> <li>• N/A - returns server latency</li> </ul>
<b><code>/playerstat</code></b> <a href="#">Tutorial</a> Views a player's statistics.	<ul style="list-style-type: none"> <li>• N/A - opens main menu</li> <li>• &lt;playerName&gt; - opens a stat menu belonging to the player</li> <li>• "past", "p" - view past 27 shared stats</li> </ul>
<b><code>/showitem</code></b> <a href="#">Tutorial</a> Shows an item to global chat.	<ul style="list-style-type: none"> <li>• N/A - broadcast item in main hand</li> <li>• "past", "p" - view past 27 shown items</li> </ul>
<b><code>/status</code></b> <a href="#">Tutorial</a> Modifies an entity's statuses.	<ul style="list-style-type: none"> <li>• "get", "g" - gets entity's statuses</li> <li>• "add", "a" - adds a status to the entity</li> <li>• "remove", "r" - removes a status or all statuses from the entity</li> </ul>
<b><code>/whatsthisfeature</code></b> Gets a key word's description.	<ul style="list-style-type: none"> <li>• "" - gets key word categories</li> <li>• &lt;keyWord&gt;: gets key word's description</li> </ul>

## **External Resources**

### **Resource Packs**

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

- Provide a link to download the resource pack if necessary for an event.
- Resource packs should not be mandatory to play, nor should they be required to be downloaded upon login.

### **Plugins**

Contains Java code and runs server-side.

- For custom features, contribute to the server's collaborative [plugin](#).
- External plugins' features should be reviewed first before they're added to the server.

### **Data Packs**

Contains .mcf function files that execute commands in-game.

- For custom functions, contribute to the server's collaborative [data pack](#).
- External data packs' features should be reviewed first before they're added to the server.

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## **Collaboration**

### **Contributions**

Developers will contribute to the Aethel Developers' 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.

### **Concepts**

Concepts describe proposals for a new function or offer an improvement to an existing one.

### **Concept Labels**

- Name each concept with a label that describes what it does. The label can be renamed later as the concept develops.
- Classify each concept with its functionality.
- Enclose the function in square brackets.
- Bold the concept name.

### **Function**

Purpose the concept will provide.

- Mechanics
- Mobs
- Items
- Structures
- Events

### **Projects**

Projects detail the process of setting up the necessary components to make the concept work.

### **Triggers & Results**

#### **Triggers**

#### **Results**

Specific condition the concept is waiting for.

Outcomes when trigger conditions are or are not met.

Natural examples:

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

Include alternate outcomes outside of “do nothing” states.

Artificial examples:

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

### Technical Description

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

- List all necessary conditions in chronological order that give the concept its functionality.
- Clarify if any tasks are asynchronous.

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## Social Media

### Standards

#### General

- Create posts with one of three [engagement types](#).
- Limit posts to at most three emojis if they're used. Bullet point lists may exceed the limit and contain one for each line.
- Accompany each post with one or more photos or a video.

#### Engagement Types

Type	Example
Question	Looking for a server to play on? Aethel has no shortage of fun! Find out today if our SMP, RPG, Minigames, and Cosmetics are right for you.
Call to Action	Join us on the new map for Hide & Seek! The Lost Garden of Illustria features a beautiful lake, a lakeside cabin, and a mysterious cave full of riches.
Reveal	A new set of challenges await for you in the Scalding Cauldron. Watch your feet, as there's traps behind every corner...

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### YouTube

- Start the title of each video with a category descriptor tag enclosed in brackets. Follow this with the title of the content.
- Use a [engagement type](#) for the description.
- Create a thumbnail for each video tailored to its content.



### [Cinematic] Arcilla Jungle

Will you be the one to prove the legends of the jungle true... or perish in search of its hidden treasures?

### [Discord] Gartic Phone 2

Another session of Gartic Phone starting off innocent, all going wrong quickly!

### [Dungeon] Crypt of the Bone Warden

The dead are restless... They won't stop coming until you extinguish the evil at its source.

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### **Twitter**

- Never tweet posts immediately, as revisions can be made with scheduled posts.
  - Schedule all routine tweets to post at 12 PM EST.
  - Schedule all event tweets to post at either 8 AM or 12 PM EST, depending on the event's starting time.
  - Schedule all non-routine tweets to post after five minutes.
- Include hashtags according to the topic. For most routine tweets, #Minecraft & #SMP should be fine. #Minecraftbuilds may be used if it includes anything staff or player made.
- Sync scheduled routine tweets with scheduled routine Instagram posts.
- Use a modified version of the Aethel social media watermark for Twitter images.

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### **Instagram**

- Never create posts immediately, as revisions can be made with scheduled posts.
  - Schedule all routine posts to post at 12 PM EST.
  - Schedule all nonroutine posts to post after five minutes.
- Include hashtags according to the topic. For most routine tweets, #minecraft & #smp should be fine. #minecraftbuilds may be used if it includes anything staff or player made.
- Sync scheduled routine posts with scheduled routine tweets.

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## **Documents**

### **General**

- Name all bookmarks in the format of category\_topic\_section.

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### **Table of Contents**

For navigating through the document's categories and topics.

- Titles are in bold, centered, and have bottom borders only.
- Categories are in bold.
- Topics are hyperlinked.

Title	
Category	Category
<u>Topic</u>	<u>Topic</u>

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### **Line Headers**

For partitioning the document into different categories, topics, and sections.

- Categories are bold, centered, and have only bottom borders.
- Topics are in bold.
- Sections are in bold.

<b>Category</b>	
<b>Topic</b>	
<b>Section</b>	
Body	
<a href="#">Back to Top</a>	

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### **Body**

For describing sections.

- Bullet points are left aligned to the margin.

Body

- Bullet point
  - Sub bullet point

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### **Section Tables**

For providing examples and describing different parts of sections.

- Titles are in bold, have bottom border only, and 3pt top & bottom spacing.
- Headers are in bold, have horizontal borders only, and 3pt top & bottom spacing.

**Title**

<b>Header</b>	<b>Header</b>
Body	Body

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### **Definition Tables**

For defining different parts of sections.

- Types are underlined.

Type

Body

Type

Body

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### **List Tables**

For listing items belonging to a section.

- Titles are in bold, have bottom border only, and 3pt top & bottom spacing.
- Items have 3pt top & bottom spacing.

**Title**

Body	Body	Body
Body	Body	Body

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**Blockquote Topics**

For partitioning topics with multiple sections containing little text in each.

- Topics have left border only.
- Sections are in bold.
- Body is 3pt top & bottom spaced.

**Topic****1. Section**

Body

**2. Section**

Body

**Section:** Body

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