Realm of Aethel

Staff Reference

Staff

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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
Main storyline and significant mechanics in-game.

[M]inor Arc
Nonsignificant developments in-game.

[E]pisode
Self-contained moments in-game.

[S]upplementary
Supporting texts in-game.

[O]rigin Story
History unrelated to events in-game.

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 basic representation of the characters' actions.
- Avoid using profanity outside of the characters' dialogue.

Character Types

Momentary

Recurring

- One time appearance
- Expendable
- Established for 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 cannot occupy two locations or have two separate attitudes at the same time.

Collaboration

Contributions

Writers will contribute to the Aethel Writers' 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.

Entry Types

To Do	In Progress	Complete Entries
Need to be written.	In the process of being written.	Completed and pending approval.

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.
- 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 utilize the CoreProtect plugin to monitor various types of logs stored in the server's database.

Examples of logs you'll monitor:

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

Commands

Each of CoreProtect's commands requires extra parameters to define what the user needs to look up or do. The section below will serve as a condensed guide to the official documentation.

Commands

/co i	Toggles inspection mode
/co l	Views recorded data logs in an area. Clicking a logged coordinate teleports the user. Time parameter is always required, additional filters are optional.
/co l <page>	Views pages of data logs after a lookup is performed
/co rb	Reverts player actions. See *Parameters* & *Action Types*.
/co rs	Undoes rollbacks and restores player actions. See *Parameters* & *Action Types*.

Inspection Mode

Left-click block	*Blocks placed or removed*
Right-click a block	*Blocks interacted with or edited*
Right-click to place a block	*Blocks placed or removed*
Right-click to place a block in a liquid	*Liquid placed or removed*

Parameters

Type	**Function**	**Notes**
u: <user>	Whose actions	Separate multiple users using commas
t: <time>	How long ago	• Time amounts can be combined • Use a hyphen for ranges
r: <radius>	How far around the user	• World: #<worldName> • Server: #global
a: <action>	These types of actions only	See *Action Types*
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	• #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
+container	-container	inventory	+inventory	-inventory	item	+item
-item	kill	session	+session	-session	sign	username

Builder

World Types

Seasonal

Overwold, Nether, and End that is generated from a different seed every season.

- While builders are not allowed to tamper with the seasonal world, they may copy terrain or structures into the events world for events.
- Players can travel to Isladora and dungeons from the seasonal world.

Isladora

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

- Players can travel to the seasonal world, dungeons, and the events world hub from Isladora.

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

To space out events uniformly as possible, the events world is divided into a grid of imaginary tiles of 50x50 on the positive, positive axis. Builds are allowed to occupy multiple tiles according to their size requirements.

Quadrants

The events world is divided into four quadrants. Each quadrant has a designated usage.

- -, + Temporary Space
- +, + Events
- +, - Dungeons
- -, + Storage

Build Placement

The first build in each quadrant begins at an offset of 500, 500 in their respective directions. All additional builds will be placed outwards from there.

1. Before beginning to archive a build in the events world, trim down the set's extraneous layers from each side first.
2. Then, copy and paste the build into the events world, positioning the build's bottom left corner on an x,z interval of 50.
3. Make sure that the build'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.

- Be as descriptive as possible when suggesting a point of interest. Include important information such as its shape, form, and color composition.
- Although not required, contributing concept drawings may be helpful for group cohesion.

Concept Drawings

- Providing an isometric view of the point of interest is sufficient in most cases.
- Show a top-down perspective for each level to demonstrate multiple floors in a point of interest.
- Label top-down views with the vertical direction they represent. Label a G for the ground floor, an A for any rising floors, and a D for any descending floors.
- 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 important places should be labeled if they provide anything vital to the players (ie. town hall, armory, stables).

Atmosphere

- Maintain consistency between points of interests' themes by adjusting thematic shifts.
- Blend similar colors to avoid sudden shifts in the 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 the core commands you will typically use. This section below will serve as a condensed guide to the official documentation.

Command Type

/brush	Brush Options	Generation	Selection	Region
Clipboard	HistoryS	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

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
/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

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. 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. This section will serve as a condensed guide based on the official documentation found here.

Command

/b <size>	Sets brush size
/v <material>	Sets brush material
/b v	Cube brush
/b e lift	Arrow's default
/b e melt	Gunpowder's default

Command

/b bb	Blend ball
/b c mm	Cylinder brush
/b c mm	Splatter brush
/b over d#	Flat hills
/u	Undo

Holographic Displays

For extra utilities as a builder, you have access to create holographic displays. Unlike signs that take up physical space and can only be read from limited angles, holographic displays can be placed anywhere and adjust themselves to the player's relative location. These displays can be used to communicate to players instructions and locations.

There are more commands available to you than listed here, but these are the core commands you will typically use. This section below will serve as a condensed guide to the official documentation.

Command Type

Creating	Editing	Utility

Parameters: <required> [optional]

Creating

Command	Parameters	Usage
create	<id> <text>	Creates text display
create	<id> <color code> <text>	Creates colored text display See Color Codes
create	<id> ICON:<item>	Creates item display
delete	<id>	Removes display
copy	<id> <id2>	Copies display1 to display2

Editing

Command	Parameters	Usage
edit	<id>	Options to edit
addline	<id> <text>	Adds new line of text
removeline	<id> <line number>	Removes line of text
setline	<id> <line number>	Sets line of text

insertline	<line number> <text>	Inserts line of text

Utility

Command	Parameters	Usage
info	<id>	Display contents
list	<page>	List displays
near	<radius>	Displays in radius
teleport	<id>	Teleport to display
movehere	<id>	Move display to user location
align	<[x] | [y] | [z] | [xz]> <id> <id2>	Align display1 to the same axis (x, y, z or xz) as display2

Color Codes

&0 Black	&4 Dark red	&8 Dark gray	&c Red
&1 Dark blue	&5 Dark purple	&9 Blue	&d Light purple
&2 Dark green	&6 Gold	&a Green	&e Yellow
&3 Dark aqua	&7 Gray	&b Aqua	&f White
{rainbow}		&#<hex color>	

Formatting

&k Obfuscated	&m ~~Strikethrough~~	&o *Italic*
&l **Bold**	&n Underline	&r Reset

Placeholders

{player}	Player name
{displayname}	Player nickname
{online}	Number of online players

{max_players}	Available player slots
{world: <world>, [world]}	Players online in a world(s)
{time}	Real world time (EST)

Collaboration

Contributions

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

- 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 each concept with a name that describes what it does. The name can be changed later as the concept evolves.
- Classify each concept with its functionality. If a more specific reach description is necessary, add a dash and include its area(s) of influence.

Function

Purpose the addition will provide.

- Mechanics
- Mobs
- Items
- 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.

- 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.

Data Packs

Contains .mcfunction 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 function they serve.
- External data packs' features should be reviewed first before they're added to the server.

Plugins

Contains Java code and runs server-side.

- For custom mechanics, contribute to the server's collaborative plugin (repository to be created when development starts).
- Name compiled builds with the following schema: aethel_plugin_<season>_<build_version> (aethel_plugin_s3-5_12)
- Class, method, and variable names should be self-commentating as to what function they serve.
- Class and method comments are expected.
- External plugins' features should be reviewed first before they're added to the server.

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.