PX MGM (Apr 22)

"The Plan"

- A high-quality organised experience within Arma
- Community-driven, friendly environment
  - Not rules-led
  - Everyone should feel comfortable to present ideas in any [PH] Area
- Recruitment
  - Current Members can invite any of their friends 1-to-1
    - Inviter is responsible for Invitee's training (if needed) and behaviour.
  - Mass recruitment (e.g. via Reddit)
    - Recruiter to make judgement on applicant's demeanour through multi-stage process

The Structure

- Molly + ADK to be final word
  - Conflict resolution + etc.
- Community to lead efforts in different areas
  - Training - Various
  - Server Tech – Led by Molly + Lortmil
  - Mission Tech – Led by Spylon
  - Mission Design – Led by Conorrob
  - Community Standards – ADK + Entropy
- Area Leads:
  - Make decisions within their areas
  - Co-ordinate with teams
  - Liaise with ADK/Molly
  - Present at Town Hall / Monthly Meetings

Style

- To steal from ShackTac, "Serious Fun"
- Not military-roleplay bullshit
- "Semi-milsim-ish"
- Flexible
- Past/Present/Future/Fictional/??????
- PL-driven mission planning where possible (PL's agency)
  - Mission designer to consult PL where needed

Documentation

- Spylon has placed the Armoury scripts on Github

- Github Org. will be created to "unify" development and documents

- Rules/Community Standards will be held in Github, will be CC'd to Discord channel

- Mission-making guide(lines) to be produced by ADK + Conorrob

- Recruitment form + process to be discussed