

Recruitment

Description: Recruiters establish and grow the community by helping and guiding new residents to success.

Responsibilities:

As members of this department, you are responsible for working with new members.

- Do not push others to join our town, invite them but do not force them. If they reject an invitation do not feel bad about it, you will have many more chances in the future.
- Answer residents who ask questions. If they ask for resources you can use the resources from the storage area.
- If something does not look right in the town report it to assistants or higher.
- Be friendly, and respect others.
- Recruiters have access to the discord bot. Make sure all town residents have been added to the Paris database.(optional but recommended)

Steps to assist new residents who joined:

1. Welcome them!
2. Ask them if they would like a tour. If you are busy or lazy, you can skip this.
3. Ask them if they want a plot. If they want one, find them a plot.
4. Give them the "Paris Rule Book" for them to keep.
5. Add them to the Paris database via bot. (optional but recommended)
6. Offer them to join the Paris discord. When inviting new town members to the Paris discord server, the link should only be placed in town/group chat.

Initial Department Set Up Tasks:

1. Write an ingame rule book called "Paris Rules Book".
2. Build an appealing town spawn.
3. Make/build a room dedicated to getting any new residents started. Room requirements:
 - a. Built at town spawn.
 - b. Introduction to Towny and Paris with interactive features
 - c. A rules book dispenser.
 - d. A signature stand for new residents to acknowledge town rules.
 - e. The town map
 - f. Towny Paris Discord link.
4. Prepare a dozen empty town plots.
5. Document/Report the server recruitment style. This includes:
 - a. How often do new players join the server?
 - b. How often do new players ask to join a town?
 - c. Any unique commands to invite players to the town?
 - d. How will the town's resident count influence town capabilities?
 - e. What permissions do new residents have when they join the town?
 - f. Is the server a resident count oriented server?
 - g. Other notable server features related to recruitment?

Towny Paris Discord Bot Commands (optional but highly recommended):

Primary commands are in red.

pd/set [ingame player name] [plot number] [town]

sets player plot number and town, if members are not already in the database new members will be added automatically.

pd/set [ingame player name] [town]

sets player town, if members are not already in the database new members will be added automatically.

pd/add <ingame player name>

adds player to the Paris database

pd/get <ingame player name>

gets general player information from Paris database

pd/get <plot number>

gets general player information from Paris database

pd/set <plot number> evict

evicts player from plot, not literally on the minecraft server

pd/set <plot number> perm :

permanently sets player resident plot to unevictable

pd/give <department key> <member mention>

gives a member a discord role

pd/save

saves the current data into "datasavehistory.txt"

If you have any questions please contact Zeus_the_boss.

Discord Channels:

#recruitment-info is where all useful information about the department

#recruitment-projects is where all the projects are announced and posted.

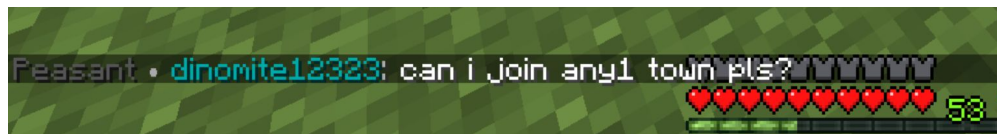
#recruitment-general is the general chat only accessible to your department members.

Potential In-game Commands:

Invitations to the town: /t add <player>
Private messaging: /msg <player> <message>
Private messaging "respond": /r <message>
For new residents: /plot claim
Putting plot for sale: /plot fs
Player profiles: /player <player name>
Teleporting to a player: /tpa <player>
All town members /t reslist
All the town spawns: /t spawn ...
You should be knowledgeable in many other commands as well.
/help

Personal Experience:

- Every once in a while a player will ask to join a town. Typically the faster you invite them, the better the chance they will join. The following shows an example of what this may look like.



- Offering a tour to someone before inviting them or sending typed invitations using dms can sometimes convince a reluctant newbie to join the town.
- Usually, on large servers, new players may not know how Minecraft or Towny works. Therefore, finding them and inviting them will not only help the town but help them. These types of players do not talk much or even at all in chat, therefore the only best way to find them is through the server player listing (using 'tab'). Send them a quick dm, who knows, they might want to join.