

Maintenance

Description: Maintainers enhance the quality of life by maintaining good aesthetics.

Responsibilities:

As members of this department, you are responsible for working with town resident plots.

- Know the Towny Paris small plot, large plot, and eviction rules.
- Know town and plot Towny commands.
- Weekly plot inspections to check if residents are following town rules.
- If something does not look right in the town report it to assistants or higher.
- Maintainers have access to the discord bot. Make sure all owned resident plots have been added to the Paris database.(optional but recommended)

Plot Inspections Criteria:

- If any of the Towny Paris eviction rules apply to a plot, evict them and take note of this using the Towny Paris bot (optional). This includes:
 - A plot owner has been inactive for the last 7 days, the plot owner is no longer going through probation, and their house sucks.
 - A plot has broken the building rules for the 3rd time.
- If the plot contains a nice, beautiful, or above average house, then the plot is officially declared as a permanent plot and should not be taken down. Take note of this using the Towny Paris bot (optional).
- If a house is breaking any building rules, then try to contact the owner about the issue. You can also use the Towny Paris bot to report the issue which will flag their track record and display past history of the plot (optional).
- If a residential plot has a house built but has no owner, you have the choice to either remove the house entirely or preserve the house and put it up for sale depending on how good the house looks.
- If there are some minor road griefs or environmental griefs, fix it real quick. It was likely just an accident. Otherwise, if there is major grief, report them to an assistant or higher.

Initial Department Set Up Tasks:

1. Plan the layout of plots and number all plots(small and large) on the new town map.
2. Collect resources to prepare for fixing plots. This includes: stone, grass, and spruce leaves.
3. Prepare a support ticket template for removing locked chests on an evicted plot.
4. Document/Report the server maintenance style. This includes:
 - a. What are all the Towny plot prices on the server? Would a plot tax be required?
 - b. How are plot default perms set up on the server?
 - c. Any unique commands or tricks to remove blocks/protections on an evicted plot?
 - d. What town roles or set of roles allow maintainers to do their job?
 - e. What in-game restrictions do towns have on owned plots?
 - f. Are there any server rules which may influence how the town maintains plots?
 - g. Other notable server features related to plot maintenance?

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:

#maintenance-info is where all useful information about the department
#maintenance-projects is where all the projects are announced and posted.
#maintenance-general is the general chat only accessible to your department members.

Potential In-game Commands:

Sending ingame mail: /mail send <player name> <message>

Player profiles: /player <player name>

Towny map of surrounding area: /towny map big

Set plot for sale: /plot fs

Set plot not for sale: /plot nfs

Set plot type: /plot set <type>

You should be knowledgeable in many other commands as well.

/help

Tips:

- It will be common to find pampered roads, it will be up to you to fix them. Removed spruce leaves on plot corners are ok and do not need to be replaced.



- It is highly recommended for members of this department to discuss together the removal of a borderline/subpar house. If you have doubts about a house, ask others for their opinions.
- When trying to remove locked chests on evicted plots, try to catch the owner of these locked chests online to make them remove the chests themselves by privately messaging them. If they are not a resident of Paris, you will need to know how to set a town plot type to 'embassy' and then back to plot type 'regular'. Otherwise, if the owner is unreachable, proceed with plot eviction and leave the locked chests on the plot for mayors to remove eventually. If mayors can not remove locked chests a support ticket will need to be sent to server staff. The following demonstrates how a support ticket would look like.

Support Ticket (example):

Hello, I am the **mayor/helper** of Paris. In our town rules we say that residents who own town plots can get evicted if (1) their house is not well done (ex. box house, unfinished house) AND (2) they have been inactive for 7+ days in a row. Recently, we cleared **X#** resident plots that had these criteria. However we cannot clear everything on these plots because they have locked containers and doors which are owned by the evicted member. Is there a way to remove them? Thank you.

Plots with protections:

(e.g)(-573, 265)

(e.g)(-572, 263)

(e.g)(-572, 260)

(pictures of plots)