



OVERVIEW: This document is made for the first O5 Council meeting that orientates towards the initial setup of the site, and the goal of getting to first launch with a reasonable site to start increasing player count, as well as personnel count.

DATE: 26th December 2022

DMCA Agreement Form Creation:

- Any asset that is created is not recognized as an asset under ownership, or under temporary ownership of the group, unless it has been confirmed by a high-position role to be an asset under the group. The exception to this is if:
 - o you have not been paid based on what has been agreed on
 - o or you have given express permission for the group to keep the asset.

If you haven't been paid for an asset, and you haven't given the asset to the group for free, then you have the right for it to not be included in the game / asset dumps. This does not cover 'ideas', **ONLY BUILDS/SOUNDS/MESHES/SCRIPTS/etc ASSETS.**

Priority Projects:

- Release_Essentials.docx contains the essential game stuff for launch.
- **Departments:** basic documents, some personnel, some training program for at least two - ranks.
- **Application Game:** Implement an application centre game on the group? Otherwise in discord.
- Building/Modelling/Scripting/etc projects are all in that document as well.
- Builders need a map layout

Create a roadmap for developers to follow?

Designing Projects:

- Do a small writeup of what the project is, quick and simple descriptions are fine as well.
- Include the priority in the global ecosystem of what that project is (if its high priority, low priority, etc)
- Estimated complexity
- Some format

When developing:

- Ask for help if you need it
- Don't stay too long on one thing, if you can't figure it out, move onto something else and ask around for preferences/ideas/solutions.
- LOG YOUR TIME IN #dev-log [admins need to make an excel sheet]
- Leaders are to distribute tasks if developers don't have them already, developers can also check if they can do specific tasks that they like

Advertising group:

- Use main discord invite
- Group Recruiting Plaza, Discord Servers *that allow advertising in a channel*

Department Leaders:

- Make sure you have documents on how your departments run and what each person needs to do (can vary on rank)

Target group player count for launch:

~200+ players