

**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***

**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.

**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

**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
* 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\*

**Target group player count for launch:**

~200+ players

<https://scp-wiki.wikidot.com/>