[16th] Kate, CO Langley Station 2/22/2020, 3:00:29 PM

Evening everyone!

[16th] NX-1701-G 2/22/2020, 3:00:34 PM

Howdy

[16th] Kate, CO Langley Station 2/22/2020, 3:00:36 PM

Welcome to my panel about Co-Current Multiple Mission Plan. A whole mouth full that even I have trouble with remembering, but as you hopefully know in an hour, the title is actually fitting for the panel. I got some stuff written down I'd like to share with you, but beyond that I will see where we end up with. Maybe some of you are also doing something similar and we can discuss different ideas on it.

[OF/RPG Discord] Phoenix Lalor 2/22/2020, 3:00:46 PM

Oohh

[16th] Kate, CO Langley Station 2/22/2020, 3:01:01 PM

When I started Langley, a spacestation, running one mission after another just didn't sound very fitting with a station of tens of thousands of people. There was no way you could get everyone involved in a mission (which I think is kind of my job as CO) and it also restricts the opportunity we have for storytelling.

So, I came up with something I started calling the Open World Concept. Based on the world you have in games like Star Trek Online, where you have a lot of characters all online at the same time and playing in the same world. One character might be here, while another is on the other side of the galaxy, but all happening at the same time.

Lia 2/22/2020, 3:02:40 PM

But just how to you keep tabs on them all?

[16th] Kate, CO Langley Station 2/22/2020, 3:02:44 PM

Now to the more practical part of this.

We have decided to have a main mission which lasts 90 Mission Days. Along side this main mission we have a number of side missions. These side missions are led by the creator of the mission. We want to be a station where we focus on character development, and part of that is to offer writers a place to tell their characters story. If a story arc is more then a few JP's they can start a side mission. Off course we assist someone is getting his story started, but mostly the crew needs to do it themselves. Find other players who can provide an NPC to write with them. Figure out the details of the story and the progression of a story.

We also have big stories happen that affect the whole crew. These happen in the main mission and are still voluntary. For example, we did an opening ceremony that lasted a IC week and had all kind of stuff happening. An official Banquet, sport games. This

feature is mostly use if we feel we need something to get everybody writing. Right now, everyone is involved in multiple stories already so we've paused the next big story.

On our Nova site we created a season, and within each season we (will) have four mission groups. Each mission group is the main mission and the side missions within the 90 MD period.

For our current mission we have 1 main mission and 7 side missions active.

Not counting the further adventures mission, which is for posts that aren't near the station, or in the same time as the mission. Like backposts.

Any questions so far?

Lia 2/22/2020, 3:08:09 PM

See above.

[16th] Kate, CO Langley Station 2/22/2020, 3:08:31 PM

The characters or the missions?

Lia 2/22/2020, 3:09:01 PM

Both, I'll be honest at times I'm completely lost.

[16th] Kate, CO Langley Station 2/22/2020, 3:10:10 PM

We use a who-is-who channel on the discord. With the search option in discord you should be able to find a character quickly. I also installed the PNPC mod on the webstie so the name of the PC of whoever owns a NPC is visible on the manifest.

And I've got the character overview file in GDrive (if you aren't invited to that one, send me a DM and I get you on it soon)

Beautiful Night 2/22/2020, 3:10:58 PM

Character Overview?

Lia 2/22/2020, 3:11:02 PM

I guess I'll just have to re-read the newbies bit AGAIN.

[16th] Kate, CO Langley Station 2/22/2020, 3:11:33 PM

The character overview has all the NPC's on it. With their name, PC, rank, department, room number, duty shift, security level and Roommates.

Let me quickly get a print screen of that one. I hadn't prepared that.

Number	Name	Species	Department	Rank	PC	Quarters	Office	Duty shift	Security Level	Roommates
1	Kate Banninga	Human	Command	CAPT	Kate	Level 12 Exec	Level 8 - CO's Office	Alpha Shift	Level 10	Lotte Banninga
4	Caoimhe O'Connor	Human	Research	CMDR	Caoimhe	Level 9-11 Q	Level 33-36 - Research Offices	Alpha Shift	Level 8	-
5	Hannah Reeves	1/2 Human, 1/2 Rigelian	Station Operations	1LT	Anahera	Level 18-24 Q	Level 31 - Station Operations	Beta Shift	Level 5	-
7	James Washington	Human	Starfleet Command	Admiral	Kate	N/A	N/A	N/A	Level 10	-
8	Emily Dalziel	3/4 Human, 1/4 Betazoid	Medical	LTJG	Anahera	Level 18-24 A	Level 13 - Sickbay 1	Alpha Shift	Level 5	Richard Dalziel & Juliana
9	Gila Wolf	1/2 Cardassian, 1/2 Human	Minors	Civilian	Kate	Lyshan Colony	Level 15 - School	N/A	N/A	Nala Keved
10	Nala Keved	Cardassian	Lyshan Colony	Civilian	Kate	Lyshan Colony	N/A	N/A	N/A	Gila Wolf
11	Gunner Madson	Human	Lyshan Colony	Civilian	Anahera	Lyshan Colony	N/A	N/A	N/A	

The PC's are bold and blue.

You can use the sort by A>Z function to sort any of the columns. Like by rank, species, department or even roomassignment, so you know what characters have quarters near your characters.

jeff 2/22/2020, 3:15:07 PM

We do something like that on the Elysium. The NPCs are listed in the crew files with their departments, species and rank.

[16th] Kate, CO Langley Station 2/22/2020, 3:15:17 PM

The number in fron is the number of the bio page assigned by Nova

As for how we keep track of the missions, that a bit more difficult to explain. I created a mission group for Langley's first year. Within that mission group (because you can also assign a mission group to a mission group, not just to a mission) are mission groups for the overal mission. Like our current mission First Unity. Within that group I've created one mission that serves as the main mission. And for each larger sidemission I create a mission and attached it to the mission group of our current mission.

Unfortunetly I don't really have a better image of this then the one I shared earlier.

Any other tracking we do with the calender (which I'll cover later). My XO and I also make sure at least one of us is involved in a mission. That's the easiest way to track activity. I've also created a who is who like room for the mission leader, so its easy to see who leads a certain mission.

jeff 2/22/2020, 3:21:49 PM

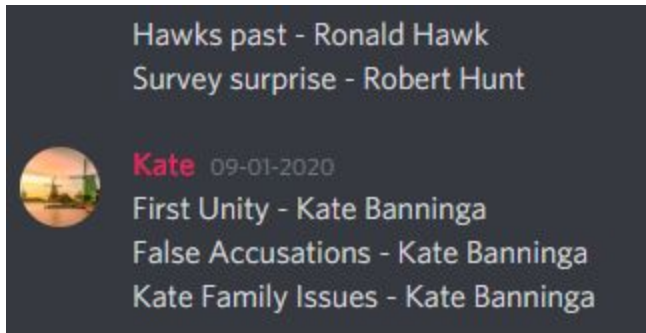I like the who is who room, for seeing who is leading a mission.

[16th] Kate, CO Langley Station 2/22/2020, 3:21:59 PM

Any other questions/comments so far? Please say yes, because other wise I'm gonna run out of stuff way to soon.

jeff 2/22/2020, 3:22:47 PM

I'll go back to a question Lia asked. How do you even begin to keep track of it all?

[16th] Kate, CO Langley Station 2/22/2020, 3:23:06 PM

Hawks past - Ronald Hawk
Survey surprise - Robert Hunt

Kate 09-01-2020
First Unity - Kate Banninga
False Accusations - Kate Banninga
Kate Family Issues - Kate Banninga

[OF/RPG Discord] Phoenix Lalor 2/22/2020, 3:23:08 PM

Kate uses excell and gdocs i believe

[16th] Kate, CO Langley Station 2/22/2020, 3:23:18 PM

Wow, look at the name of that screen shot.

jeff 2/22/2020, 3:23:19 PM

Ah, okay

[16th] Kate, CO Langley Station 2/22/2020, 3:23:54 PM

Not really. Only thing I used that I haven't mentioned so far is a Gspreadsheet. Rest is just in Nova

[OF]Harrington 2/22/2020, 3:23:54 PM

how do you ensure that your crew is posting things to the proper mission, with all the options on the site do things get posted into the wrong mission accidently?

Nicholas Villarreal|Star-Fleet 2/22/2020, 3:24:01 PM

Does this system work in smaller scale?

[16th] Kate, CO Langley Station 2/22/2020, 3:24:33 PM

Haven't had that happen, actually. I do use the notes feature with small reminders of what mission is what.

[PF]Kai1701E 2/22/2020, 3:24:41 PM

Does it work with ships.

[PF] AlexM 2/22/2020, 3:24:45 PM

I've gone back and forth with concurrent missions on Starbase 332. I've felt that we work the best when we have several small missions going on with only a few players each. As far as keeping track of them, we just have different missions in Nova, and let the players involved push each mission separately. We don't really track them.

[16th] Kate, CO Langley Station 2/22/2020, 3:25:18 PM

I'm sure it's possible on ships. You just have a smaller "world" to play in.

Offcourse you can start by scaling down the length of the missions. I have it very high at 90MD's

[16th] NX-1701-G 2/22/2020, 3:26:22 PM

I'm actually debating starting something like this on my game

jeff 2/22/2020, 3:26:46 PM

Will it cause a problem if you set a mission for 60 days and you go over?

[16th] Kate, CO Langley Station 2/22/2020, 3:26:49 PM

I'd love to assist!

[PF] AlexM 2/22/2020, 3:26:52 PM

We also don't really have a time limit on them, or keep track of how they are progressing relative to each other. But then I've never really been that worried about the exact details of mission timelines.

[16th] Kate, CO Langley Station 2/22/2020, 3:27:02 PM

Going over it would mean going to the next mission.

[16th] NX-1701-G 2/22/2020, 3:27:07 PM

I was going to ask you 😀

[16th] Kate, CO Langley Station 2/22/2020, 3:27:09 PM

I think I haven't mentioned that jet

Each mission is 90 MD's. After that the next mission will also be 90 MD.

Downside of that is time progression, and it makes it more difficult to make timejumps.

Pro is that it's very clear when something is happening and you can even assign a real date to a MD

You know on what MD a characters birthday is, you know when Christmas is etc.

Anything else? If not, I'll move to the calender part.

jeff 2/22/2020, 3:29:42 PM

Yes, I can see that, Is each mission day a real day? Or can you set how long a mission day is?

[16th] Kate, CO Langley Station 2/22/2020, 3:30:12 PM

Well, I always assumed the Federation used 24 hour days. Each MD is 24 hour days.

jeff 2/22/2020, 3:30:47 PM(edited 2/22/2020, 3:31:22 PM)

Okay, I was asking because we've all had 'a day' that last three weeks in real time.

[16th] Kate, CO Langley Station 2/22/2020, 3:30:48 PM

But if you run a colony somewhere, and have 22 hours days I don't see how that could be a problem. Except for visitors from off planet or assigning a date to a MD

Oh, you mean IC vs OOC.

[PF] AlexM 2/22/2020, 3:31:16 PM

Yeah.

[16th] Kate, CO Langley Station 2/22/2020, 3:31:36 PM(edited 2/22/2020, 3:31:59 PM)

Well, we've been with our current mission for almost two years and we're around MD 50/60.

jeff 2/22/2020, 3:31:46 PM

Yes, I apologize for not being clearer.

[16th] Kate, CO Langley Station 2/22/2020, 3:31:47 PM

But that is more to the fact we're a slow paced sim.

It was my original intent, but I came back from that really quickly. For us that wasn't possible. But maybe for a fast paced sim it is.

The problem is that you need multiple days to write a JP, so when you're finishing a JP you're already behind several days.

Are you going to skip that or just make a list of whatever your character did and let it happen "off screen"

So, how do we keep track of all of that. Well it took me a number of months to figure out a system to do this. In the end I created a shared google spreadsheet with different columns. It's shared among the whole crew so everyone can check when what is happening and whether their characters are available for a story. You can't have your character be on a survey vessel, lightyears from the station but also attend a party in one of the bars on the station.

(as you can see I wrote this earlier, the calender isn't the only way we track stuff)

Mission	Date	Main Story	Research	Colony	Canterbury	Sedna	Side Stories I	Sidestories II	New Arrivals
31	24-02	Official Opening							
32	25-02							John's Dream.	Tuula
33	26-02								
34	27-02								
35	28-02								
36	01-03-2395								
37	02-03								
38	03-03								
39	04-03								
40	05-03			A visit to the Colony					
41	06-03								
42	07-03								
43	08-03					Tim & Meru arrive			Jack & Lance
44	09-03	Marines arrive				Costume Party			
45	10-03								Domin
46	11-03								Zemi
47	12-03								Ragnar
48	13-03							Hawk Mission	
49	14-03					Sedna leaves for Zouria II		Hawk Mission	
50	15-03	Fighters arrive						Hawk Mission	
51	16-03						Start Alien Dutchman	Hawk Mission	
52	17-03							Hawk Mission	
53	18-03					Beginning Under the Sea mission			
54	19-03								
55	20-03								
56	21-03								Natsuko
57	22-03								
58	23-03								
59	24-03								
60	25-03								
61	26-03								
62	27-03								
63	28-03								

I've also added a column for when a character is arriving, to make it easier for them to check if they're character is on board when something happens.

[USS Mayhew] Tom Rake 2/22/2020, 3:36:21 PM

That's cool

[16th] Kate, CO Langley Station 2/22/2020, 3:36:33 PM

I actually have a empty version of this if anyone is interested.

[OF]Harrington 2/22/2020, 3:36:56 PM

very useful

[USS Mayhew] Tom Rake 2/22/2020, 3:37:08 PM

Yes, I would - such a great plotting tool

[16th] Kate, CO Langley Station 2/22/2020, 3:37:37 PM

As mentioned earlier, I tried a lot of things, but in the end something as simple as a spreadsheet worked best.

Also because google makes it easy to share. People don't need to install something or create a account.

[16th] Kate, CO Langley Station 2/22/2020, 3:38:59 PM

@Tom Rake - USS Mayhew send me a DM later and I'll send it

[USS Mayhew] Tom Rake 2/22/2020, 3:39:17 PM

Epic - that's really kind, thank you 🙂

[16th] Kate, CO Langley Station 2/22/2020, 3:40:04 PM

I like to share. Otherwise I wouldn't be diong this panel. I'm hoping to assist other sims in finding a system that works for them. Why should we all invent the wheel.

I've got one last bit of info:
Another important aspect of this whole plan is that I wanted it to work in a way that it wouldn't be a lot of work for me and my XO on the admin side of it. As mentioned earlier the calendar is shared with the whole crew, with the intention that every person can edit it themselves. We've also written a guide about how to get a side mission started.

Also handy is a mod that allows you to read your mission posts in chronological order. This way it doesn't matter when a story is posted as they can appear in the right order anyway.

[PF]Kai1701E 2/22/2020, 3:40:48 PM

That would be wicked @Kate

[16th] Kate, CO Langley Station 2/22/2020, 3:41:37 PM

Any questions/comments?

[PF]Kai1701E 2/22/2020, 3:42:11 PM

Do you do reviews? 😆

[16th] Kate, CO Langley Station 2/22/2020, 3:42:18 PM

of what?

[PF]Kai1701E 2/22/2020, 3:42:34 PM

I'd be interested in your thoughts on where my sim has gone, mission wise and see what you would suggest development wise.

[22/OF] Kasterborous 2/22/2020, 3:42:36 PM

> I actually have a empty version of this if anyone is interested.

@Kate that would be very useful actually :3

[16th] Kate, CO Langley Station 2/22/2020, 3:43:03 PM

@Kai1701E Sure,

[PF]Kai1701E 2/22/2020, 3:43:05 PM

I am intrigued as to how I can best implement some of these ideas to make my small Luna a bit more interesting

[16th] Kate, CO Langley Station 2/22/2020, 3:44:07 PM

Implementing it on a ship is a bit different. But I think you could do it. Just on a smaller scale then I have on Langley.

ReminderBot 2/22/2020, 3:45:02 PM

15-Minute Warning

[PF]Kai1701E 2/22/2020, 3:45:04 PM

I've thought of 'doing a Voyager' and opening up a holodeck mission which just continually runs, or even one for the messhall, just stuff to develop the sim's world a little

[16th] Kate, CO Langley Station 2/22/2020, 3:45:12 PM

I actually had a little bit in the intro about implementing it to ships, but I skipped that as I had a intro of almost a whole page

Nicholas Villarreal|Star-Fleet 2/22/2020, 3:45:20 PM

How much do you need to know about your base code language to have the function work on your site?

[16th] Kate, CO Langley Station 2/22/2020, 3:45:45 PM

The mission group stuff?

That's already part of Nova. Just probably not used by many in such a way.

[16th] NX-1701-G 2/22/2020, 3:47:07 PM

Neat idea @Kai1701E

[PF]Kai1701E 2/22/2020, 3:47:33 PM

Perhaps a little more manageable is what I was thinking

[16th] Kate, CO Langley Station 2/22/2020, 3:47:55 PM

Yes, that sounds great. And in order to prevent having characters active on the same time on several locations at once, the calender could work really nice.

Make a column for each mission.

Or each location. Like messhall, holodeck

[PF] AlexM 2/22/2020, 3:48:21 PM

Mission Groups have been a part of Nova for a while, I think. I believe you can put groups inside of groups. So I often use them to group concurrent missions into groups with a main station mission, and then group those groups into seasons.

[16th] Kate, CO Langley Station 2/22/2020, 3:48:39 PM

That's what I do as well.

Nicholas Villarreal|Star-Fleet 2/22/2020, 3:48:41 PM

STF uses Django. Do you know whether the code is Nova specific, or if other languages can make similar systems?

[16th] Kate, CO Langley Station 2/22/2020, 3:49:33 PM

The mission groups isn't really code. (at least how I use it) It's just a possible different way of using something.

Nicholas Villarreal|Star-Fleet 2/22/2020, 3:50:30 PM

Cool

[16th] Kate, CO Langley Station 2/22/2020, 3:50:57 PM

If you can't find it or make it work on your Nova site, just send me a DM and I'll guide you through it.

Any more questions?

ReminderBot 2/22/2020, 3:55:01 PM

5-Minute Warning

[16th] Kate, CO Langley Station 2/22/2020, 3:55:16 PM

Since there are no more questions or comments:

That's it for my panel. I hope I've been able to show you how I have the missions set up for Langley and why we choose for this alternative. If you want more information or have question, you're welcome to send me a DM. If interested I also got a blank version of my calendar which I can send you, just ask.

quickly runs to the toilet

[USS Mayhew] Tom Rake 2/22/2020, 3:56:49 PM

Thanks, cool insights! 🙂

[PF] Capt. Franklin Johnson 2/22/2020, 3:58:11 PM

Thanks for the info!

[16th] Kate, CO Langley Station 2/22/2020, 3:58:21 PM

yw!

[SA] Wes of Star Army 2/22/2020, 3:58:25 PM

<3 Thanks for hosting!

Lia 2/22/2020, 3:58:50 PM

Thanks @Kate

[OF/RPG Discord] Phoenix Lalor 2/22/2020, 3:58:51 PM

A lot of ideas here that will help those of us in bigger games as well as stations etc

@Kate big, no HUGE thanks

[PF] Amethyst 2/22/2020, 3:59:09 PM

Thank you @Kate 🙂

Awesome panel 🙂

OVERFLOW

[16th] Kate, CO Langley Station 2/22/2020, 4:15:10 PM

Just to make it easier eccasible (or how ever you write that). Here is a blank version of my calender. Feel free to use it and adapt it to your sims needs.

https://docs.google.com/spreadsheets/d/1e10stjSGTA5O62LKKzcrtF8E0bMVB1aTtPKPdCWTZaE/edit?usp=sharing

[16th] Kate, CO Langley Station 2/22/2020, 4:15:34 PM

Jeez, what happened to that preview

[22] Confusedfire [VFY|CO] 2/22/2020, 4:15:54 PM

You should put that in tools too @Kate 🙂

[16th] Kate, CO Langley Station 2/22/2020, 4:16:01 PM

Good idea

Just can't get rit of that silly preview