SESSION
"World Building"

LOCATION
Room Two

HOSTED BY
[STF] BusyBeaver (Star-Fleet)
WiseOwlSTF (Star-Fleet)

TIME
8pm GMT

(all times presented in CST [UTC-6])

[STF] BusyBeaver, 2:00:02 PM(edited)

== /\ == /\ == /\ == EVENT: World Building== /\ == /\ == /\ ==

Louis Harvatt|Star-Fleet, 2:00:13 PM

Sits Down

[BF] RachH, 2:00:39 PM

pulls up her folding chair and finds a cozy corner to settle in

[BF/PF] ConfusedFire, 2:01:00 PM

sits Thomas the Hedgehog on @[BF] RachH 's head before sitting on the ground

Capt_G_Shepherd STF, 2:01:04 PM

something I suck at.

[STF] BusyBeaver, 2:01:04 PM

So, I'm Linds with STF (Star-fleet). I'm here with Louis and Krys (WiseOwl) and we're going to sort of tag team on this one.

[BF] RachH, 2:01:45 PM

gives Thomas the Hedgehog a treat

Louis Harvatt|Star-Fleet, 2:01:56 PM

Hello everyone

[STF] BusyBeaver, 2:01:57 PM

Even though we operate within a set Universe, there's plenty of creative space to conjure up stuff that wasn't there before. This adds a wealth of extra details. Whether you're creating a custom species for your new character to be or a Gamemaster running the main story for your crew, there are many times where you are world building.

World Building is basically broken down into People, Places, Things. This amounts to some basics questions: Who are they? How do they Live? Where? In what sort of Society Structure? And what things/technology impact how they live?

But rather than go and talk about these different areas, we thought it might be more interesting for everyone here to talk about the Troubleshooting side of things. Where can things go wrong? What do you do when you hit a snag and can figure your way out of it?

Now we thought it would be best in this setting to leave it as an open discussion. so we'll put it to you? Are there areas you want to talk about specifically? Issues you've had and want to share?

[BF/PF] ConfusedFire, 2:04:07 PM

I think the hardest part for me has been coming up with a sustainable arc whether for a ship or station. How do you provide enough of a hook to go into multiple missions?

[STF] BusyBeaver, 2:04:24 PM

Think of your missions as chapters in a book

Keep them shorter

WiseOwlSTF, 2:04:41 PM

Are you speaking sim wise or in regards to a race/people in your sim?

I use a large storyboard regardless and like Linds said chapter everything

[BF/PF] ConfusedFire, 2:06:05 PM

For example on the Onnar I tried this thing where the crew needed to find pieces of a stellar map to discover an entire alien race and where they lived. It sort of worked, but it lacked substance or how to add it across into other missions.

[STF] BusyBeaver, 2:06:38 PM

So maybe each piece of the map contributed something deeper about the society?

WiseOwlSTF, 2:06:39 PM

nods I would have storyboarded all the details in that situation into chapters

[BF/PF] ConfusedFire, 2:06:47 PM

Do you sit down and come up with a loosely structured set of missions or episodes for the arc and give each something in common?

[STF] BusyBeaver, 2:06:58 PM

Depends on the ship

WiseOwlSTF, 2:07:26 PM

I usually start out with a broad outline and then take each part and detail it and yes I would have a common theme throughout

Louis Harvatt|Star-Fleet, 2:07:47 PM

I like to approach it in a similar fashion to Krys

[STF] BusyBeaver, 2:07:52 PM

Sometimes a mission is astandalone sort of thing, but on the one I'm CO of and was running missions too, there was an overall theme (they were an Exploratory Fleet) and then each mission was like an episode of that

WiseOwlSTF, 2:08:06 PM

I do a lot of research on each as well, wiki, Memory Alpha , Memory Beta

[STF] BusyBeaver, 2:08:10 PM

and each mission dovetailed into the next

this often allows you to keep adding in details of your custom worlds and species as you go along if they figure heavily

Louis Harvatt|Star-Fleet, 2:09:27 PM

Research is a really beneficial when I plan either main or side sims I am always refering to my research be it our sites archives or one of the memory alpha or beta sites.

[OF] Kate, 2:09:28 PM

I work with Seasons and Episodes. Others also use that format and there its that the season in the movie and the episodes are parts of the story. Even though the episode could be read seperately, together they tell teh whole story

[STF] BusyBeaver, 2:09:36 PM

nods

WiseOwlSTF, 2:09:45 PM

nods

[BF/PF] ConfusedFire, 2:09:47 PM

Should the element in which is common throughout the arc be big or small? Or, does the size or significance not matter?

[STF] BusyBeaver, 2:09:48 PM

It works for a reason

Chistery, 2:09:54 PM

Hey Charlie I'm here!

[STF] BusyBeaver, 2:10:01 PM

It doesn't matter I don't think.

WiseOwlSTF, 2:10:07 PM

I would think it depends on what your planning.

If it is just a connecting thread to each it can just be background or if its major reason for mission then it would be larger

[STF] BusyBeaver, 2:11:17 PM(edited)

One way to look at it is that the custom element you design can continue from mission A to B, but B to C evolves into a different element, still all connected. and so forth. If that makes sense

Louis Harvatt|Star-Fleet, 2:11:42 PM

Hello @[BF] Kai1701E in reference to your message earlier about your Bajoran Political sim would you like to point out issues you may have observed?

[OF] Kate, 2:13:09 PM

My sim has a world attached to it. And my main problem is, when do you provide to much info. I love details, but I don't want to restrict creative writing later on.

[STF] BusyBeaver, 2:13:31 PM(edited)

I always draft more details than I may ever need to give out

WiseOwlSTF, 2:13:43 PM

I like to think of being GM is setting up the stage and background. Providing breadcumbs and clues for crew to find and run with

yes

[STF] BusyBeaver, 2:14:14 PM

And it's that balance between info dumps and clues like Krys is talking about

WiseOwlSTF, 2:14:27 PM

they can always ask for more details. I give them a little and see what they do with it

[BF] Kai1701E, 2:14:36 PM

Hey! Thanks. Well, we have the problem that Bajor is famous, yet so little has actually been elaborated on. We've had to come up with a lot of stuff from scratch.

WiseOwlSTF, 2:14:40 PM

or add more if they seem stuck

nods

[STF] BusyBeaver, 2:15:03 PM

Also, how precious are some of those details to you? Decide what parts cannot be changed by the crew and what you are okay with evolving

WiseOwlSTF, 2:15:18 PM

Yes, I tend to write my worlds and species on already created ones like that and add my own creative juices to add details

[BF] Kai1701E, 2:15:20 PM

We have a number of players that have taken on roles with the Vedek Assembly and I know how controversial religion can be

[OF] Kate, 2:15:47 PM

Makes sense. Right now I have only the basics because I want to keep my options open

WiseOwlSTF, 2:15:55 PM

Linds is gifted at creating them from scratch:)

odds

nods rather

[STF] BusyBeaver, 2:16:34 PM

I think within a framework of something like Bajor, it's good to come up with a structure everyone works with.

WiseOwlSTF, 2:16:43 PM

yes

[STF] BusyBeaver, 2:16:46 PM

Agree on a few set details and then let the rest evolve

Louis Harvatt|Star-Fleet, 2:16:56 PM

Okay so so have you created your own Bajoran timeline or are you working from the established canon timeline seen in the TNG/DS9 tv series

[STF] BusyBeaver, 2:16:58 PM

Might you have disputes? Yes. But that will come as a part of any RP often

[BF] Kai1701E, 2:17:46 PM

Right now, we are in 2389. We have gone with a mixture of stuff from the end of DS9, such as my own fleets canon date on when Bajor joined the Federation

And from that point, we've used some freedom to come up with stuff

[BF/PF] ConfusedFire, 2:18:17 PM

What year is that @[BF] Kai1701E ? I've always been curious, but never actually looked.

[BF] Kai1701E, 2:18:29 PM

In BF its listed as 2382

[STF] BusyBeaver, 2:18:36 PM

Which is great. Keep track of all the details you make up and make sure everyone plays within them.

[BF/PF] ConfusedFire, 2:18:37 PM

Thanks

[STF] BusyBeaver, 2:18:58 PM

It becomes a project of evolution. You will create your own history

[BF] Kai1701E, 2:19:42 PM

We also had the problem that our fleet has a Federation Council sim, so we wanted it to be different. I used my knowledge of my country to create an alternative government structure to how the Federation works.

It's been a massive undertaking

But been great

WiseOwlSTF, 2:20:44 PM

Nice!

[STF] BusyBeaver, 2:20:50 PM

I can imagine! What's the biggest concern you have? The detail you fear will become the sticking point?

WiseOwlSTF, 2:21:03 PM

That gives you good experience then with working out things in greater detail

[BF/PF] ConfusedFire, 2:21:35 PM

Would you say that a colony would have a separate governmental system outside of the Federation? VFY has an associated planetary colony that's still quite young so a government hasn't really been established.

[STF] BusyBeaver, 2:22:16 PM(edited)

Depends on the colony? It's established that if it's within the Federation they have a planetary gov't but they still under the Federation umbrella

WiseOwlSTF, 2:22:19 PM

Absolutely it can have it owns government and be allied, or neutral with the Federation. Or independant even

[OF] Kate, 2:22:21 PM

My government is run like a city. With a counsel and a mayor. But its only about 30 people

WiseOwlSTF, 2:22:37 PM

nods

[BF] Kai1701E, 2:22:42 PM

I worry about having to keep everyone involved.

[BF/PF] ConfusedFire, 2:22:46 PM

It's under the Federation and the station is Starfleet as it's a fleet yard

[STF] BusyBeaver, 2:23:00 PM

So with a planetary sim like that, there needs to be multiple plots.

[BF/PF] ConfusedFire, 2:23:02 PM

But, I kind of wanted the planetary body to have it's own independent sense as well

[BF] Kai1701E, 2:23:02 PM

Because of it being quite niche, I pretty much tried to cater for everyones ideas.

WiseOwlSTF, 2:23:04 PM

It would be clower tied then

closer rather

[STF] BusyBeaver, 2:23:33 PM

At least in my experience, you have different storylines that may or may not intertwine

So consider having a larger storyline that most can be involved in, but maybe you have a PLot B for others. they can move between them too

[BF] BlackWolf, 2:25:04 PM

Yup

WiseOwlSTF, 2:25:08 PM

When one has more then one storyline, storyboarding is essential

[OF] Kate, 2:25:11 PM

I have created a open world system. Everyone can run their stories. There will also be a larger plot, which is optional. The command team assists in helping everyone run their stories.

WiseOwlSTF, 2:25:26 PM

Sounds like our OED V it is open like that

[STF] BusyBeaver, 2:25:41 PM

Nods that's what I immediately thought

[OF] Kate, 2:25:46 PM

You got any tips on storyboarding? (Love the term, never hear of it before.) Its something I struggle with.

Louis Harvatt|Star-Fleet, 2:25:48 PM

Okay so you have played it as part of DS9 timeline witch ended in 1975 so you current objective now is to establish and set out a timeline between the time were the shows time line stopped and your started

WiseOwlSTF, 2:25:57 PM

I use a program called Trello

You can create seperate boards for seperate sims and cards within each one for differing elements and plot threads

[STF] BusyBeaver, 2:26:38 PM

Storyboarding is essentially planing your beginning, middle and End. BUt being flexible enough and having enough details prepared that you can adjust as you go.

[BF/PF] ConfusedFire, 2:26:52 PM

What do you use to make the storyboards?

WiseOwlSTF, 2:26:59 PM

Everything is at your fingertips

[STF] BusyBeaver, 2:26:59 PM

What is the 'Why' of your story? Everything should feed that

[BF/PF] ConfusedFire, 2:27:04 PM

Just paper and pencil or do you use a whiteboard?

WiseOwlSTF, 2:27:11 PM

hold on

[STF] BusyBeaver, 2:27:13 PM(edited)

I like Google docs myself , because of the outline feature

WiseOwlSTF, 2:27:24 PM

You could do anything that works for you

Here is an example of my present story board

[STF] BusyBeaver, 2:28:16 PM(edited)

You basically want to keep notes not only of any of the world building aspects you may need to reference, but what's actually taken place in the story as you go along. It avoids contradictions

[BF/PF] ConfusedFire, 2:28:27 PM

I don't think I've ever used gdocs for its outline feature I'll have to give it a try thank you very much 😄

WiseOwlSTF, 2:28:27 PM

https://trello.com/b/vSI3YYa2/kmclean-starfleet

Each card is an element in my sim/mission

[BF/PF] ConfusedFire, 2:29:06 PM

Is Trello free to use?

WiseOwlSTF, 2:29:14 PM

yup

and idiot proof, easy to figure out

lol

Louis Harvatt|Star-Fleet, 2:29:47 PM

I personally like to use onedrive and google docs aswell I feel it is more efficient then pencil and paper due to the fact that I have a hbit of writing an idea down and loosing it with Google docs etc I know everything is in one place.

WiseOwlSTF, 2:29:54 PM

I like the visual better. I use to google doc like Linds but this I can see like pics

[BF/PF] ConfusedFire, 2:29:57 PM

Thank you so much @WiseOwlSTF these are very helpful suggestions and resources

[OF] Becca, 2:30:04 PM

I'm a HUGE fan of gdcos for this purpose

[OF] Kate, 2:30:22 PM

I also am very visual. I think I can really work with Trello

[BF] Kai1701E, 2:30:27 PM

what is the outline feature on gdocs

WiseOwlSTF, 2:30:28 PM

Its like I can visually see my storyboard

[STF] BusyBeaver, 2:30:38 PM

The key I find with Storyboarding is to understand why you have any given element there. If it doesn't serve the story, you'll see it and can get rid of it.

WiseOwlSTF, 2:30:58 PM

nods

Louis Harvatt|Star-Fleet, 2:31:02 PM

Recently I was introduced to a site called World Anvil from what I have seen of it in my quick research it is a great place to get down your ideas for world as you can establish the main premise of your world such as its timeline and religion etc.

[STF] BusyBeaver, 2:31:12 PM

You can also see where the potential holes are in the story

[BF/PF] ConfusedFire, 2:31:22 PM

What's the link @Louis Harvatt|Star-Fleet ?

[BF] Kai1701E, 2:31:36 PM

I actually started my bajoran sim on world anvil

Louis Harvatt|Star-Fleet, 2:31:51 PM

I will get you the link now

[BF] Kai1701E, 2:31:55 PM

https://www.worldanvil.com/w/third-republic-of-bajor-kai1701e

Louis Harvatt|Star-Fleet, 2:32:11 PM

Here you are @[BF/PF] ConfusedFire https://www.worldanvil.com/

WiseOwlSTF, 2:32:15 PM

I love the Trello board because I started with basic sim outline and created cards where I saw I needed more details

[BF] Kai1701E, 2:32:31 PM

It became more like a sim website than just ideas

[STF] BusyBeaver, 2:32:43 PM

Oh I can imagine!

[BF/PF] ConfusedFire, 2:33:01 PM

Thank you @[BF] Kai1701E and @Louis Harvatt|Star-Fleet the resources everyone is providing are incredible 😄

[STF] BusyBeaver, 2:33:30 PM

I did worldbuilding for a character from a canon but undeveloped world and her stuff has 30 pages of notes, plus a spreadsheet for the geography lol

Louis Harvatt|Star-Fleet, 2:33:35 PM

My pleasure @[BF/PF] ConfusedFire All though there a different levels of membership from what I have found the free version has a number of benefits

WiseOwlSTF, 2:33:57 PM

heh

Capt_G_Shepherd STF, 2:33:57 PM

That makes my head hurt Linds

[BF/PF] ConfusedFire, 2:33:59 PM

I will certainly look at it.

[STF] BusyBeaver, 2:34:07 PM

lol, you should see my sim notes...

Capt_G_Shepherd STF, 2:34:24 PM

I'm not sure I want to.

[STF] BusyBeaver, 2:34:27 PM

But I am a visual creator. i need enough details so I can picture the places I create

WiseOwlSTF, 2:34:28 PM

My Saracen was getting like that then I was told bout Trello and I was like yay!

Louis Harvatt|Star-Fleet, 2:34:32 PM

I have also learned that they have a Discord Server and youtube channel I believe that they can be found on the Website aswell

[BF/PF] ConfusedFire, 2:34:57 PM

I've been using paper and pen and just simply sharing with my crew when we have brainstorming sessions... These will help streamline that process and help me keep my thoughts organized

[STF] BusyBeaver, 2:35:05 PM

I can't speak for others, but I find that the more immersive my world is, the better I write it for the crew and the more they can get out of it

WiseOwlSTF, 2:35:14 PM

and you can share the Trello board too so anyone can see it

it can cooperative

be

[STF] BusyBeaver, 2:35:51 PM

Anyone play custom species?

I'm curious if you hit some of the things I sometimes do

[BF/PF] ConfusedFire, 2:36:24 PM

I don't, but I've noticed that there have been an increase in new species being made into Playing Character's or used

WiseOwlSTF, 2:36:54 PM

brb

[BF] RachH, 2:37:21 PM

I wanted to, but became overwhelmed by the amount of information needed to get one going. But then, I think I'm overly detail-oriented.

[STF] BusyBeaver, 2:37:24 PM

The one trap that I've had to remember to avoid is to make someone different for the sake of making them different. It's much more rewarding to understand why something is different where they come from.

[BF/PF] ConfusedFire, 2:37:30 PM

I think when I've created new species I research ancient Earth cultures to come up with ideas... One of the species I came up with that are going to be used soon on the Onnar are based on the Arch Angels from the Bible called Celestians.

[STF] BusyBeaver, 2:38:38 PM

Just remember that when you start out with a new species, that character is going to be introduced to others. The rest of the characters aren't immediately going to go to the ship's library and look up the encyclopedia entry

[STF] BusyBeaver, 2:38:53 PM

You have time to create the details to make it all work

Unless you're like me and leave it too long and then realize you created contradictions... 😂

Louis Harvatt|Star-Fleet, 2:39:29 PM

@[BF] RachH In addition to the tips Linds has provided I also recommend World Anvil for creating your own species and/or civilisations

WiseOwlSTF, 2:39:33 PM

Oh nice Confused!

I would love to see those:)

[STF] BusyBeaver, 2:40:14 PM

One thing I could suggest is that you aim to share one new thing about the species in each thread you're in.

[BF/PF] ConfusedFire, 2:40:27 PM

The way we went about that was by having the antagonist of the Celestians being disguised as Human on the Onnar. The player that writes the character only recently foreshadowed them becoming full Celestian before vanishing. Now they are assumed dead, but it'll come back to bite us later.

WiseOwlSTF, 2:40:39 PM

heh

[BF] RachH, 2:41:10 PM

Oooh, that's a good idea @Louis Harvatt|Star-Fleet!

[BF/PF] ConfusedFire, 2:41:15 PM

The antagonist's real name is Azrael which is one of the arch angels going to have an arc that starts out with the first episode being called Gabriel's Horn

[BF/PF] ConfusedFire, 2:41:26 PM

But, I'm getting off topic lol

WiseOwlSTF, 2:41:26 PM

nice

Louis Harvatt|Star-Fleet, 2:41:33 PM

I am happy to walk you through the basics of the website

WiseOwlSTF, 2:41:38 PM

heh its creating an alien species:)

[BF/PF] ConfusedFire, 2:42:18 PM

So do you develop the alien over time and through the writing that's done or have a basic sense before starting to reveal the character of the race?

WiseOwlSTF, 2:42:20 PM

I have always been daunted about creating my own as Linds does but I might be able now with the Trello storyboard as its visual

[STF] BusyBeaver, 2:42:29 PM

Always a basic sense to start

add details continuously

WiseOwlSTF, 2:42:44 PM

You can, but you can jot ideas of where you want it o go

Louis Harvatt|Star-Fleet, 2:43:35 PM

@WiseOwlSTF You may like World Anvil aswell

WiseOwlSTF, 2:43:45 PM

nods I think I saved it

[STF] BusyBeaver, 2:43:49 PM

It also depends on the situation. Sometimes the story you have that custom species in will force more development. You might find yourself having to go back and quickly figure out more stuff you hadn't thought of.

We've got another 15 mins. Any general questions about World building?

Louis Harvatt|Star-Fleet, 2:45:53 PM

Some of you may like to read the following links
https://forum.choiceofgames.com/t/tips-for-world-building/8716

[SB118] Groznin Smith, 2:46:00 PM

I'll take that as a no 😂😂

[BF/PF] ConfusedFire, 2:46:01 PM

I bookmarked them so if you don't have it saved @WiseOwlSTF I can dm it to you

Louis Harvatt|Star-Fleet, 2:46:12 PM

https://www.lostkingdom.net/worldbuilding-guide-1/

[STF] BusyBeaver, 2:46:12 PM

lol

WiseOwlSTF, 2:46:31 PM

thx Confused

I do have it open

Louis Harvatt|Star-Fleet, 2:47:37 PM

I know that I for one have found a lot of stuff to take from this session and I was one of the hosts.

WiseOwlSTF, 2:47:37 PM

These are a few sites I have used in expanding on planets and species:)

wasn't there three Louis?

[BF/PF] ConfusedFire, 2:48:05 PM

Is there a tutorial for the outline feature on gdocs?

[STF] BusyBeaver, 2:48:09 PM

I've been creating very details worlds and species for 8 years now, and the one thing I always find is that that the ones that stick with me best are the ones you can relate to in some way

Louis Harvatt|Star-Fleet, 2:48:09 PM

Yes I will grab the third

[STF] BusyBeaver, 2:48:21 PM

I can walk you through in PM?

Louis Harvatt|Star-Fleet, 2:48:27 PM

https://writersedit.com/fiction-writing/the-ultimate-guide-to-world-building-how-to-write-fantasy-sci-fi-and-real-life-worlds/

WiseOwlSTF, 2:48:32 PM

there we go:)

[STF] BusyBeaver, 2:48:35 PM

would take me two minutes

[BF/PF] ConfusedFire, 2:48:54 PM

DM works 😃

[STF] BusyBeaver, 2:49:15 PM

Okay, I'll message you

Louis Harvatt|Star-Fleet, 2:49:26 PM

12 minutes left everyone any further questions

[OF] Kate, 2:49:42 PM

I would be interested in that. I'm not sure jet what will works best for my sim with planning. USe GDocs now, but get stuck because I have to many docs and no overview

WiseOwlSTF, 2:49:47 PM

I have found that the tips on these sites have helped me create the outlines I need

[STF] CaptainRavenfall, 2:49:56 PM

Y'all have made things a bit easier

Louis Harvatt|Star-Fleet, 2:50:05 PM

Thank you Amanda

[STF] BusyBeaver, 2:50:11 PM

outlines are awesome. I hated scrolling through my word docs

WiseOwlSTF, 2:50:33 PM

heh

[STF] BusyBeaver, 2:51:26 PM

my poor hands! lol

Feel free to message me if anyone has questions that come up

WiseOwlSTF, 2:51:49 PM

heh you did very well hon!

[STF] BusyBeaver, 2:51:59 PM

I'm happy to troubleshoot and brainstorm.

WiseOwlSTF, 2:52:06 PM

I was trying to help as much as I could:)

Louis Harvatt|Star-Fleet, 2:52:10 PM

I would just like to add that if we run out of time feel free to message me in DM and I will be more then happy to continue this panel

As was I well done @BusyBeaver and @WiseOwlSTF

WiseOwlSTF, 2:52:39 PM

We could go into one of the overflows if we need too to

Louis Harvatt|Star-Fleet, 2:52:48 PM

Indeed

Is anyone here interested in carrying this discussion on?

[BF] Kai1701E, 2:54:43 PM

I will in private with you 😀

Louis Harvatt|Star-Fleet, 2:55:37 PM

Okay

[STF] BusyBeaver, 2:55:46 PM

Thanks for joining in folks. this was fun 😃

WiseOwlSTF, 2:55:49 PM

Thx guys!

This was a lot of fun!

Louis Harvatt|Star-Fleet, 2:56:18 PM(edited)

Indeed I would like to thank all of you for taking your time to participate in this Panel and thank our hosts @Louis Harvatt|Star-Fleet , @WiseOwlSTF and @BusyBeaver

[BF/PF] ConfusedFire, 2:56:31 PM

Thank you both everything was very helpful

WiseOwlSTF, 2:56:36 PM

😃

Louis Harvatt|Star-Fleet, 2:57:04 PM

Your welcome @[BF/PF] ConfusedFire

If you could all take any rubbish with you so we can keep it clean for the next panel.

Rich, 2:59:04 PM

sweeps