PROJECT KHITOMER

FEBRUARY 23, 2019

WORKSHOP
"Mission Writing Workshop"

HOSTED BY
[BF] The Captain | CRO (Bravo Fleet)

TIME
10pm GMT
(all times presented in CST [UTC-6])

[BF] The Captain | CRO, 4:02:13 PM(edited)

== /\ == /\ == /\ == EVENT: MISSION WORKSHOP == /\ == /\ == /\ ==

Hello everyone and welcome to this mission workshop, with me (your host). For the next hour, we will be focussing on not only what makes a good mission post, tips and tricks to writing great mission posts, but also for our Commanding Officers and those who assist with writing missions, tips and tricks and ideas, and thoughts on writing great missions for players. I'm your host @[BF] The Captain | CRO For those who don't know me, I've been a CO in Bravo Fleet since 2011 and a CO overall since 2007. I'm currently the TFXO in BF's Task Force 93 and also the BF Community Relations Officer.

I'd like to start us off with a discussion about what people feel makes a good mission post. I know it might seem a generalized question, but in your mind, what makes up a good mission post??? Is it the writers, is it the storyline, or something else. What do you think?

[BF] Bobby, 4:02:40 PM

A good writer.

[OF/RPG Discord] Phoenix Lalor, 4:03:04 PM

its a mix

[PF] Lanc, 4:03:09 PM

Good use of descriptive writing

[OF]Harrington, 4:03:13 PM

d. all the above

Lia, 4:03:33 PM

Being able to draw in the reader and take them along with you.

Fluffy Killer, 4:03:40 PM

It's mostly a good writer. During lulls in missions, a writer should focus on something their character would do or make up an event that happened in regards to their department

[BF][118] Kylindra, 4:03:47 PM

A good mission post draws you in, or at the very least, says 'this is what we are doing. This is why my character is doing this.' Hopefully, if you're able.. 'This is how my character and the mission interact to create both good story and character beats.'

Captain Graecen 16th Fleet, 4:04:20 PM

I think its the ability to move forward in the story despite the inevitable stops that occur...whether that's players not posting or someone doing something wildly unexpected

[BF] The Captain | CRO, 4:04:35 PM

@[OF/RPG Discord] Phoenix Lalor a mix of what, if you wouldn't mind elaborating on that?

Lia, 4:05:48 PM

My Captain is the mysterious type.

[MFU/TFP] Jamessolomon, 4:06:56 PM

i have a site i decided to put the many folders of years of written sim mission ideas online for people to see and get idea in what sims i was on and wrote them for still going still loads of folders left

Yuna [PF], 4:07:03 PM

I would argue that a good post is a post that gets people involved, though I've looked at some 25,000,000 character posts starring Mr. Fuzzy bottoms and pondered their importance.

Also, you could probably break that in to several posts, fuzzy bottoms.

Lia, 4:07:51 PM

But to tell a good story requires the writer to know what their writing about, don't try and bluff it the reader will find you out.

Fluffy Killer, 4:08:37 PM

I agree @Lia   Write what you know

[BF] The Captain | CRO, 4:08:38 PM

We have some really great thoughts here, as a CO for what has been about 12 years now, I've come across a wide selection of people who join my sims and a wide range of posting, from people who can produce a 4 page essay for a single post, to people who can (and sadly) barely produce 500 words. Many CO's have seen the same, and same with players on simulations, you've had a fellow player who can barely string a couple of sentences together. A lot of people have brought it up.

A good mission post draws you into the storyline, it draws you in like a good book. We all have a book series or maybe just one book that we always get drawn to, and no matter what we say, we want to keep reading and reading until we get to the end. Simulations are a lot like a good book, the more you create that "drawing in" power, the more you and the reader will want to know more and in turn, that will help recruitment.

[MFU/TFP] Jamessolomon, 4:08:45 PM

sometimes you get a good mission you have it planned ou then someone may take it on a tangent elsewhere and kind of ruin it

Chistery, 4:08:55 PM

@Lia I agree, except that of course we're all to a certain extent, bluffing it. I don't really know how to fly a starship, but one of my characters does.

Yuna [PF], 4:09:01 PM

I'm also guilty if writing posts about mister fuzzy bottoms, or from the first person perspective of a pigeon, so I can't really talk crap

Lia, 4:10:38 PM

When I say write what you know about, we all know about Sci Fi. That's where we can tell a good story, just what that story is about is in our imagination.

Chistery, 4:10:47 PM

Ah

[PF] Ironjawa, 4:11:48 PM

You gotta remember that not verything is going to be a work of art though, especially when you balance real life with postying requirements

Yuna [PF], 4:12:15 PM

Aye. This is good tea.

Fluffy Killer, 4:12:22 PM

Very true. Especially in running a simm

Chistery, 4:12:26 PM

@Jamessolomon I have a player on my new sim who is a bundle of creative energy and enthusiasm...and nucking futs, so this person will go bananas with the story and sometimes I have to say "wait, play nice, I said to do this, your character works for me, so do this."

But she's absolutely awesome, so I roll with it.

Yuna [PF], 4:13:02 PM

Those are good players to have, post number wise, but I feel this pain

[BF] The Captain | CRO, 4:13:09 PM

What I'd like to go through now is getting down into the crux of a mission post, the key elements (if you will) that I have seen in my time as a player and as a CO, that make up a good mission post. Please feel free to add onto this, its not a defined list and everyone has their own ideas as well. It is what makes a great big community, having many different ideas and perspectives. So, what makes a good mission post…

1. An introduction. Bring the reader in, don't just jump right into the basis of the post, lead the reader (and future) writers to the storyline. Give some context, a backstory. You might be leading on from the last post, so use the last paragraph of the last post in a sort of [OLD] and [NEW] connection, but lead the reader/writer to the opening

2. Dialogue.... always good to have dialogue between characters/NPCs/computer.... if you are doing a solo post, might not work, but it always helps

3. A problem.... what is the crux of the post about, why are you writing it? It might be simple character development, but even those posts can be exciting and interesting to read

4. Ending/Suspense.... are you going to tie the post up neatly, or do you want to leave the reader wanting more?

[MFU/TFP] Jamessolomon, 4:13:17 PM

sometimes you find someone always wants to be the hero every time and they get upset when you say no

Chistery, 4:13:18 PM

Love her to death because she drives the story a lot.

Lia, 4:13:26 PM

I tend to find some people over compensate for their lack of knowledge, thus make fundamental mistakes.

[BF] The Captain | CRO, 4:13:51 PM

@Lia in what way do people make mistakes when writing a post on a simulation?

Fluffy Killer, 4:14:36 PM

@Jamessolomon Tell me about it. I cannot stand those writers

[BF] The Captain | CRO, 4:15:06 PM

@Jamessolomon that is a good point, and something I hope we will cover a little later on in the discussion

Lia, 4:15:07 PM

They for instance don't quite get what a phaser does, so they write something down which makes now sense. They over compensate.

[MFU/TFP] Jamessolomon, 4:15:11 PM

sometimes you get a mission you find out was awesome but played out not so great now and stalls

Chistery, 4:15:15 PM

@Fluffy Killer Arturo overcompensates because he's 4'10" tall, not because of a lack of knowledge.

Fluffy Killer, 4:15:47 PM

@Chistery He's overcompensating for more than that LOL

Lia, 4:15:56 PM

Midgets can be fun 😂

Chistery, 4:16:02 PM

@Fluffy Killer Not according to Xiulan 😛

[MFU/TFP] Jamessolomon, 4:16:44 PM

sometimes after a while your writers become bored because someone is taking far too long to reply to a JP there in that is holds up the mission and sometimes ends up in complaints

[BF] The Captain | CRO, 4:16:52 PM

@Lia makes a very good point and something that can also be added into the points I made above. Know your stuff. Most fleets these days have a wiki/infobase/database of information that can be used, there are sites like Memory Alpha, etc... that can be of great use to a writer. Use those resources to your advantage and you'll see posts coming through that leave you wanting so much more. My big thing with that is that if you don't know what something does and you can't find something out about it, best not to include it in your posts.

@Jamessolomon another great point and we will be covering that in the second half when we discuss mission writing from a CO's perspective

Chistery, 4:17:31 PM

The sim I CO is set in 2019, so there's plenty of RL info for people to draw on. Getting them to do that can be challenging.

[MFU/TFP] Jamessolomon, 4:17:37 PM

thats true thats what iv been doing with the TFMK wiki on the sim

it means you can see things to remember to allow for more realism and to know new things created

Lia, 4:18:14 PM

Some writers don't want to admit, they don't have a clue.

Chistery, 4:18:19 PM

Also, a lot of RL stuff can be "Trekked Out" if you put your mind to it.

Fluffy Killer, 4:18:35 PM

This goes into another point where I have seen writers have their characters take on several attackers at once and win without a scratch That to me is unrealistic

Chistery, 4:18:39 PM

Trekified?

@Fluffy Killer says the person who played the most badass Security Chief I have ever seen 😛

Lia, 4:19:31 PM

The old Mary Sue, I've met one or two in my time.

[MFU/TFP] Jamessolomon, 4:19:39 PM

say you create a new species or organisation is always good to use the wiki to expand it so other know more about the item to explore more posting ideas or how to interact with the cgaracter

Fluffy Killer, 4:19:40 PM

LOL, who also got her butt kicked a few times

[BF] The Captain | CRO, 4:20:02 PM

I will gladly admit I sometimes don't have a clue what I'm writing, so I spend the time researching it and if I still don't know, then I don't write about it or include it in as much detail, or if at all. @Fluffy Killer makes an excellent point about being realistic as well, and another great point to add to the list. Being realistic to your character, to the character you created. I know the next workshop is about the Mary Sue Test, so that will be a great segway into that one, I hope

Chistery, 4:20:28 PM

Mary Sue, Buckaroo Banzai, Doogie Howser, or some illegitimate love child of Mary Sue and one or both of those gentlemen

Sorry, I'll save that.

Fluffy Killer, 4:21:27 PM

I like to call it the Wesley Crusher Syndrome

Lia, 4:21:40 PM

I started writing very short missions posts because I didn't have a lot of knowledge, now after a couple of years I can get away with writing longer.

[MFU/TFP] Jamessolomon, 4:22:18 PM

short posts kind of ruin the look of a sim and the player

you should have a minimum for a post

(BF) Skoll, 4:23:19 PM

Short posts are okayish… what I call one liners are kill worthy

Lia, 4:23:20 PM

But unless people are willing to point out where your going wrong, people will continue to write short mission posts.

[BF] The Captain | CRO, 4:23:21 PM

One thing I'd like to discuss before we move forward onto the CO's side of writing and mission writing is the inevitable poster who either just posts a one-liner or takes forever to post. Now, we have seen a poster who might take a few days to reply to a joint mission post and come out with the best response that allows you to write on and that's great, but on the other side, we have seen and probably even now, have posters who either take forever to reply and they give very little to work with, or their reply is a simple one-liner. How do you think you would combat and work with that as a player, and even as a Commanding Officer?

(BF) Skoll, 4:24:10 PM

Outside of bravofleet the minimum expected of any one player in forum games is two solid paragraphs per post minimum

Fluffy Killer, 4:24:13 PM

offer suggestions on elaborating details

if you really wanted, you could probably make a post about taking a dump

[MFU/TFP] Jamessolomon, 4:24:51 PM(edited)

its hard cos each simmer is different and you can't mould them to conform with your way of doing things

Lia, 4:24:54 PM

Try to point out the basic mistake, and attempt to extract a longer response.

(BF) Skoll, 4:25:01 PM

Be creative tell us what the character is feeling, tell us what he is seeing or smelling or hearing

Lia, 4:26:02 PM

As I'm never going to be a Captain, most of this will be above my station.

(BF) Skoll, 4:26:26 PM

A solid paragraph on Nova is not hard I'm not saying you should write a book but there is zero excuse for writing a line of dialogue and not explaining the thought process behind what the character is saying. Most of us think before we speak

[BF] The Captain | CRO, 4:26:31 PM

@(BF) Skoll is very true there, use your posts to be descriptive. Try and utilize the space you have to expand on your character at every possible chance

[BF] greenfelt22, 4:26:34 PM

It's not uncommon for sims to have rules regarding lengths of tags.

Er, responses and contributions.

Chistery, 4:26:47 PM

Sometimes, either because I'm asked, or because I know that someone is struggling with a tag, or because I just I know I left a lousy hook, I'll change my tag to try and elicit a response.

[MFU/TFP] Jamessolomon, 4:26:51 PM

iv been a co many many times and its hard cos you get a mixed bunch some who care alot about a mission other cba for the mission then perk up the next mission etc

(BF) Skoll, 4:27:05 PM

The more you give the person you are writing with the more you will get back

Fluffy Killer, 4:27:25 PM

I love it when people add thoughts and feelings. I had a previous CAG character that I wrote develop PTSD after losing her arm when she rammed an enemy fighter. There were plenty of emotions to go through during rehab

(BF) Skoll, 4:27:28 PM

I'm not talking about quantity I am talking quality

[BF] The Captain | CRO, 4:28:00 PM

@(BF) Skoll is again, very true there. The more you as a CO (and even as a player) show in the quality your posts, the more you will get back from other players. We can talk about quantity until the cows come home, but our focus today is on that quality

Lia, 4:28:17 PM

I actually took a creative writing course, but I can still find I get blocked if my fellow writers don't leave me anything to respond to.

[MFU/TFP] Jamessolomon, 4:29:05 PM

sometimes you get a mixed bag of boredism some love the mission and will post loads and long post others find it hard to get into the groove with the active mission

Fluffy Killer, 4:29:45 PM

The only thing is to not make the post too long. Then you risk overwhelming or boring a reader

Chistery, 4:30:03 PM

or break up the post

Lia, 4:30:06 PM

How long is not long?

(BF) Skoll, 4:30:32 PM

One of the gripes I have about star trek sims whether on their nova page in their advertising Their is never enough information around to do with the current state of affairs on ship. Not all co's but certainly some don't supply enough information to their players and then get a bit annoyed when their carefully laid out plans get blown up two minutes in

Chistery, 4:30:36 PM

I like a minimum of 500 words, but I write in Nova, not a forum sim

[BF] The Captain | CRO, 4:30:57 PM

So, one final question before we discuss the CO side of missions/posting is something @Fluffy Killer just brought up is about the length of a post. How long is too long? At what point do you say "maybe this should be split into a couple of posts". Something I do on my sim is that if I feel a post is too long, I will copy it into a word document and normally about 2-2.5 pages is my limit before I will split it into a couple of posts

Chistery, 4:31:20 PM

That works

Some people do that with Google Docs

[MFU/TFP] Jamessolomon, 4:31:41 PM

yeah like players who steal the mission half way through to drastically change it so you get pissed cos its gone south and off topic

[BF] The Captain | CRO, 4:31:50 PM

in essence, you want the reader to be enjoying the posts and the story, you don't want them to be bored reading the same thing for hours

Lia, 4:32:08 PM

I just say, enough and let the other writers work it out.

Chistery, 4:32:55 PM

I try not to surprise my writers too much. But my sim is set up to brainstorm and plan things out together, at the moment. We're still small.

[MFU/TFP] Jamessolomon, 4:33:22 PM

sometimes you can find mission hijackers occasionally as i like to call em

Chistery, 4:33:28 PM

Of course, I have that player that likes to surprise all of us!

Bless her heart.

[BF] The Captain | CRO, 4:33:48 PM

lets try and move back to the length of posts before we move on

Chistery, 4:33:54 PM

Sure

[BF][118] Kylindra, 4:34:04 PM

I feel t hat at 4 pages you should probably split. If you're over 6, you should have definitly split.

Lia, 4:34:26 PM

What happens when you get lost in the story as a writer?

Fluffy Killer, 4:34:49 PM

grab a compass

(BF) Skoll, 4:34:55 PM

On flames of hope we have a three man writing team... that comes up with the site events and then works to make those happen for the players. The players get an outline for what the start of an event will look like then they can either opt in or opt out with what ever characters they have and or want to be available for said event. We have non event stuff going on around that at the discretion of the players involved in those stories

Lia, 4:35:20 PM

https://tenor.com/view/disappointment-dog-really-gif-5350844

Chistery, 4:35:28 PM

I'd even split at three. In Theta, if the Fleet CO needs to read a post for an award or because someone reported a problem, she has to use text to voice because she's blind and her reader will spaz out on long posts.

Fluffy Killer, 4:35:36 PM

I'm kidding. Try to step back and read what you've written

[MFU/TFP] Jamessolomon, 4:35:45 PM

id say a character limit for posts

Lia, 4:35:51 PM

Thank you Fuffy Killer.

Chistery, 4:36:16 PM

we do word limits. It works for the most part.

But again, I'm talking Nova

[MFU/TFP] Jamessolomon, 4:36:29 PM

sometimes you find really long post make no sense what so ever or read really badly and you step back and wonder wtf is going through the players mind when they wrote it

Lia, 4:36:39 PM

How do you enforce a word limit?

(BF) Skoll, 4:37:05 PM

Serious word limits would hard to enforce on a nova site because of the fluidity of the way we post on Nova.

[BF] The Captain | CRO, 4:37:07 PM

@Lia a good point, how does a simple player enforce a word limit, or do you take that from the CO???

Chistery, 4:37:08 PM

You retract anything less than the word limit and split anything over the high end

I have no problem pulling back a Nova post and saying "this is too short, please adjust"

Lia, 4:37:51 PM

But won't that put some writers off writing?

[MFU/TFP] Jamessolomon, 4:38:01 PM

some sims have a minimum character limit for posts so you dont end up getting super short posts

(BF) Skoll, 4:38:08 PM

If it does do you want them in your sim

Fluffy Killer, 4:38:11 PM

Possibly but it may also challenge them

[OF/RPG Discord] Phoenix Lalor, 4:38:12 PM

I have a minimum word limit no maximum

Lia, 4:38:45 PM

https://tenor.com/view/himym-barney-mindblown-neil-patrick-harris-gif-4570342

Chistery, 4:38:57 PM

Most of my players write Joint Posts. If 2 or more writers can't come up with more than 500 words, there's an issue there

Lia, 4:39:01 PM

I just seem to wing it.

[MFU/TFP] Jamessolomon, 4:39:04 PM

a minimum word limit is a good thing that way you dont get super short random posts

Fluffy Killer, 4:39:22 PM

I agree

[BF] The Captain | CRO, 4:39:26 PM

I'd like to move onto the CO side of mission posts, and we can't really move forward without discussing the big point here and that is the actual mission itself. One of the CO's roles is to create and design the mission for the sim. Again, much like a mission post, there is a method that I've used for many years that works for me, it might work for you, it might not. I call it "the 3 paragraph" mission. The mission description can make or break a mission. Too much information and people may feel like it is a "my way or the highway" sort of thing.... too little information and people may have no clue what is going on and it can lead to players not having a clue what is going on or what to write about, or people just leaving.

The 3 paragraph approach looks a lot like this:-

1. Introduction.... introduce the mission, give the mission a backstory, lead off from your last mission ending, if you are just starting out, give the ship a backstory or even your own character a backstory to why they have command now?

2. The main part... this is where you discuss the actual point of the mission, give it some thought. Don't just say "the ship heads to here to do this". Give some detail, maybe there is something going on that needs your ships attention, maybe there is something that is going to happen. This is also where you add in the problem, what is possibly going to go wrong.

3. The suspense.... don't give it away, give your writers and in turn, your readers some suspense.

What else do you think CO's makes up a good mission description..... and if you aren't a CO, what do you think a CO should include in the mission description to get you interested in the mission as a whole?

Chistery, 4:39:26 PM

Solo posts...well, I might just poke them if they are between 300 to 500

(BF) Skoll, 4:40:28 PM

Okay this is where we are talking from different points of view... a post in general of five hunred words plus between two people. On flames of hope people average 2-3 hundred words if not for every forum post they do. Different perspective here tries to put his trek brain back on

Lia, 4:40:33 PM

Now this is were I'm going wrong, creating missions.

Fluffy Killer, 4:41:14 PM

I have a problem coming up with missions. Sure, I could come up with a colony that's disappeared or a distress signal but that's been done. I like to come up with missions that are unique

Chistery, 4:41:15 PM

A list of important factors/points/issues that players should keep in mind when writing. Are there any specific roadblocks you want them to encounter? is there anything you put in the story for a specific player?

Lia, 4:41:33 PM

I have great ideas, I just can seem to write them out.

[BF] The Captain | CRO, 4:41:42 PM

@Lia if you aren't a CO, what do you think should be included in a mission description that would interest you in either reading more, or if it was on the sim(s) you are on, writing more

(BF) Skoll, 4:41:44 PM

I have a beginning and an end the stuff in the middle is the stuff that is up in the air

[MFU/TFP] Jamessolomon, 4:41:55 PM

PBF can become messy very quicky and its hard to see whats going on in the mission to know how your players are doing and how the mission is going to even enforce a limit or a mission to its designed parameters

[PF] Ironjawa, 4:41:55 PM

I've found with missions in general it's nice to have at least some idea of what it's about. Like an episode synopsis

Chistery, 4:42:08 PM

Dear @Fluffy Killer

I'm only a Discord text or call away.

Your XO 😛

Then again, a lot of times I get stuck too 😛

[BF] The Captain | CRO, 4:42:56 PM

@Chistery brings up a valid point... discussion of factors/points/issues.... would you include them in the actual public description or would you use something like Nova's mission notes or a private forum area for mission notes to help writers?

Lia, 4:42:59 PM

@[BF] The Captain | CRO I like to know roughly what the mission is about, but I also want to know that as a player I can add to that mission.

[MFU/TFP] Jamessolomon, 4:43:24 PM

soemtimes id like to write out a season and have gaps where i put in player created mission and then open the discussion via pm for which episodes in a season i need missions for then would go back sometimes and ask them to expand on it cos there quite vague mission descriptions

Chistery, 4:43:30 PM

Mission Notes maybe?

[PF] Ironjawa, 4:44:16 PM

Mission notes, yeah. Allthough I've no idea how to use that functionality

Fluffy Killer, 4:44:19 PM

I would include the points that need to happen throughout the mission. Such as Science should discover this, etc

[BF] The Captain | CRO, 4:44:23 PM

what do other people think? Would you include those discussion of factors/points/issues publicaly, or privately for just the crew?

[BF] greenfelt22, 4:44:49 PM

I'm a big fan of mission notes. I often have an OOC thread every mission with the mission objectives and post ideas for each department.

Lia, 4:44:57 PM

Our sim has good missions, not everyone enjoys them. But on the whole we have a good time writing them.

[MFU/TFP] Jamessolomon, 4:45:07 PM

for example the ship goes to investigate a mysterious black hole id ask them to expand more on the description to give players more of a sense of the mission parameters

[PF] Ironjawa, 4:45:17 PM

Something I did in an old RP I did was to make a plot doc

[MFU/TFP] Jamessolomon, 4:45:31 PM

a timeline can become handy

[BF] greenfelt22, 4:46:17 PM

I love me some timeline.

Fluffy Killer, 4:46:26 PM

Normally my outline is in Mission Notes on Nova. Day One--these things happen Day Two--We discover this, etc

Lia, 4:46:40 PM

I think some CO's can complicate matters by putting in to much, and not letting the writers tell the story.

Chistery, 4:47:25 PM

And there's a good point. Balance

(BF) Skoll, 4:47:35 PM

Its trying to be different to the other sims around you and delivering something unusual that seems to be working at the moment

Lia, 4:47:41 PM(edited)

And I'm not a fan of "On day one we will", because that just limits what you can write or do with a story.

[BF] The Captain | CRO, 4:47:43 PM

now, on that side... what do you think about the "argument" between this point..... Some sims have a mission that says what will happen from start to finish, where some sims leave the mission open to what is written. Do you think that there is any difference to being able to write descriptively if you are given every single point from start to finish?

Fluffy Killer, 4:47:44 PM

That's a good point @Lia   I prefer to let writers develop how things work out but I have found that there needs to be a basic guideline for them to fall back on

[BF] greenfelt22, 4:47:50 PM

I prefer to work with raw objectives, and I usually leave the end objective out of the equation, molding things as the crew goes along.

Chistery, 4:48:00 PM

Enough of a framework to hang a story on, not so much that there's no room to maneuver

[BF] greenfelt22, 4:48:05 PM

I mean, I always have a desired goal, but I keep it as a Plan Z.

Plan A is all of my writers firing at all cylinders.

[BF] BlackWolf, 4:48:36 PM

I am more fan of the red line method. You set a goal and what happens in between doesn't matter you as GM adept and let your players be free in their own creativity.

[BF] greenfelt22, 4:48:39 PM

Usually, I wind up on G or K.

Lia, 4:49:25 PM

A good CO will give a basic outline, the writers will if they are any good, will fill in the missing bits.

Chistery, 4:50:12 PM(edited)

I like a little bit of guidance, especially as the XO. @Fluffy Killer told me she wanted to blow up the ship, we discussed the basic idea of what she wanted to do, and I filled in the details (and I got to blow up the ship...and my character got to impress his wife by saving their lizard)

Fluffy Killer, 4:50:51 PM

@Chistery and got bar b qued in the process

Chistery, 4:51:03 PM

LOL

yeah. burnt cat hair smells nasty

Lia, 4:51:37 PM

Health and safety seems lacking on that ship @Fluffy Killer

Chistery, 4:51:50 PM

LOL

[BF] greenfelt22, 4:52:02 PM

We have health and safety?

Chistery, 4:52:15 PM

That's Alex's job

Lia, 4:52:21 PM

So I'm led to believe.

[BF] The Captain | CRO, 4:52:28 PM

Something I'd like to finish up with in the 10 minutes we have left, so we aren't getting in the way of the next one is going back to our writing in general, and that is how we support new writers to our community, how do we best support them in getting involved in the community and involved in writing descriptive posts. I know most fleets have player academy and player lessons that can assist, so we might steer clear of discussion around those, but how can we as players in general (not just CO's) help the newer players who might not be at the level we are at, or how do we help players who might be finding it tough to really be descriptive

(BF) Skoll, 4:52:31 PM

Going to report confused fire

Lia, 4:52:41 PM

https://tenor.com/view/the-tonight-show-jimmy-fallon-safety-is-sexy-safety-safe-gif-4730896

[BF] greenfelt22, 4:52:42 PM

So reported.

[MFU/TFP] Jamessolomon, 4:52:42 PM

sometimes you get players who are too gung ho or too eagar they post far too much too quickly in one sitting so it overwelms the sensory of your other players and is a lot to take in

Mecha meme, 4:52:53 PM

The next workshop should be interesting

[BF] The Captain | CRO, 4:53:31 PM

anyone else? How do we best support our new players to the community when it comes to getting involved in writing

[BF] greenfelt22, 4:53:41 PM

Patience.

And lots of it.

Fluffy Killer, 4:53:46 PM(edited)

JP with them and that way they can learn from you as the two of you write

Chistery, 4:53:52 PM

And consistency.

[MFU/TFP] Jamessolomon, 4:54:01 PM

you ask the crew to do introduction posts with the newbie to get them settled in to get involved more

[BF] greenfelt22, 4:54:16 PM

My own personal policy as a CO is that I write with everyone, regardless of rank or position.

Lia, 4:54:32 PM

Teach them slowly what the sim expects, don't stifle them.

[BF] The Captain | CRO, 4:54:53 PM

@Jamessolomon in that sense and something I think we might want to discuss in the overflow room, do CO's and players alike limit the amount of JPs coming into a new player as not to overwhelm them straight away?

(BF) Skoll, 4:55:24 PM

I let my fellow admin handle a new player who is antsy (would be my current answer) banned someone very recently who was new (I hope) and could not help but god mod no matter how many times you explained the reasonings behind why he couldn't do what he wanted to do.

Fluffy Killer, 4:55:48 PM

that has happened to me before. Not on my current simms

[BF] greenfelt22, 4:56:11 PM

4 minutes!

Lia, 4:56:20 PM

God syndrome!!! Yeah we had one of those, scary.

(BF) Skoll, 4:56:29 PM

It got to the point where I said either he goes or I do... the player is still bugging the hell out of me through friends to unblock and ban him

Lia, 4:57:07 PM

@[BF] greenfelt22 Four minutes????

(BF) Skoll, 4:57:23 PM

I will take on all comers but I don't have the patients to hand hold difficult players

[BF] greenfelt22, 4:57:26 PM

Before the next session.

[BF] BlackWolf, 4:57:28 PM

Until the next workshop @Lia

(BF) Skoll, 4:57:41 PM

The last one of the night man this day has gone quickly

Fluffy Killer, 4:57:42 PM

until this site self distructs

Lia, 4:57:51 PM

Sorry, got carried away.

Chistery, 4:57:51 PM

@(BF) Skoll I'll send you the 14th rule of Stargate New Dawn-the At Will Membership Policy. I don't know if it would be acceptable in BF, but maybe you can adapt it.

[MFU/TFP] Jamessolomon, 4:57:54 PM

sometimes a mission you make may be god mode iv done one or 2 within reason as to not go overboard

[BF] The Captain | CRO, 4:57:56 PM

What we might do everyone is call it there, so that our next workshop can get set up and ready to go on time. I want to thank everyone for their contributions, and their ideas. We can make our community as vibrant as possible through a wide range of methods and ideas in our writing and missions that will see the community thrive into the future. If you wish, I'll be in the #workshop-overflow room if you want to discuss anything we talked about here, or you can DM me here on Discord

[PF] Ironjawa, 4:58:23 PM

Offer to do JPs with the new person and actually chat with them. Nothings more off putting to a new member than being ignored by the old guard

(BF) Skoll, 4:58:23 PM

I don't dm in bravofleet at the moment currently formulating a few idea

Lia, 4:58:35 PM

Thanks everyone for your ideas and help.

Fluffy Killer, 4:59:02 PM

Thanks to @[BF] The Captain | CRO for hosting