

The BWOT Document v.2

Congratulations!!! You have made it. The Full BWOT Document is right before you. Each word carefully placed by BWOT's own hands. Each sentence articulated to perfection so it would bore all who are not worthy. Read at your own expense (0_0) .

If you would like to read my brief letter of resignation please click on the following link:

If you would like to find out about the two... yes two new Head Builders, please click on the following link:

Resignation Address

As I stated previously, I am resigning. This is not going to be a quick progress and I want the smoothest transition between me and my selections for Head Builder. First I will address why I am leaving, secondly I will address why I chose who I chose and how I came to this decision, and thirdly I will address the future (O-O) .

Why am I leaving?

Maybe surprising to some of you but, this isn't the first time that I was on a road to resignation. As mentioned before, the Head Builder role is an impossible task to take on. That post came to only Valar about 6 months ago. I was frustrated with the way people treated me and it had hit me really hard. I didn't feel people respected my decisions, and I didn't think people respected enough the amount of time and resources us Valar put into the community.

I am sure not everyone sees this, like the same way I do. And I think that has to do with the way the Head Builder and Admin role is perceived. I perceive it as written.

Assigned by Eru Iluvatar to be in charge of all Building and Projects related matters on the server. This person oversees the planning, construction, and execution of all locations and landmarks in the world of Middle Earth. He does this by delegation instruction to the Builders, and the Projects System used by the community with the tools supplied by Eru Iluvatar.

- Is in charge of all construction (jobs and projects).
- Assesses and allocates players as Project Leader for a Project.
- Discharges players as Project Leader.
- Allows or disallows the start of a Project.
- Leads all Builder Ranks within the MCME Community.
- Performs regular check-ups for staff inactivity and problems.

Big Waste Of Time

- Alerts Eru Iluvatar in case of demotion/promotions of appropriate members.

Therefore, when I make suggestions or change I don't expect so much backlash. My goal is to grow MCME, to making this community a beacon to others of what they could become. However, I cannot lead a community that does not follow the same vision or enthusiasm or belief in how to get to that stage. Therefore, when looking at my busy schedule the opportunity cost of spending time on MCME grows, as why should I invest my time into a build which I find so many flaws with. My goal this year was to start Mordor, however, I cannot see myself putting the time to finish the preparation for it.

There are some other reasons too, toxic players who I would honestly just take out because all they do in the end is cause more complications than actual good work. Server builds do not have to be rushed, and not all things in the community aspect have to be done straight away. However, keeping players who persistently cause problems and have a lack in rational isn't worth it. It only shows that MCME is bound to the notion of progress and the image of being full, than a good community.

You might ask, why don't I just step down? Why should I leave entirely? However, it is the same answer, I cannot put any more time into this server, where I can say I will be satisfied with the end result. This is not anyone else's fault but mine, we all have different preferences, different opinions and so I don't want to be the one ruining everyone else's perception of MCME. But let me further address this later.

Why did I choose who I did?

This obviously was not just my decision, but an agreement of the Valar as a whole. However, let me explain why I personally thought this was a good chose.

I chose barteldvn because of his building skill, commitment to the server, and constant demonstration of being able to lead with responsibility and by example. Now, this is not saying other people don't demonstrate the same traits, however an important part of being a Head Builder is having a little bit of everything in you. I feel barteldvn is quite neutral when it comes to many conflicts which divide our community and therefore he would be a prime candidate to further unite the team. I chose TotiGonzales because of his organizational skills, ability to be the middle-man in many tough situations, and again his ability to lead with responsibility and by example. Again, this is not saying others do not show this as well, however ever since Toti has been part of this team, I have received compliments and experienced his work first hand where he is able to listen to others, and has a very methodical process in solving problems.

My first idea was to pick Toti, the reason being that from my experience and latest issues, I see the Head Builder role being more preferred by the community as an organizational role more than someone who actually decides the styles and direction of where we are going with our building. The thought of having just one Head Builder who was focused on organization would

lend that the style and etc would be handled more by designers. I thought Toti fit this role better than barteldvn not because he really lacked the capability, but because barteldvn has made it clear to me in the past that he enjoys the building aspect more than the organizational aspect.

However, after talking with many people, and thinking this through multiple times, I have come to the conclusion that maybe two Head Builder's is really what MCME needs. Even with Eriol taking the background development from its role about a year ago, the amount of work that it requires is impossible and makes you have to prioritize. After a while though, and I guess with the bickering I've been having with others you lose the motivation, and that is at the stage I am at. I can no longer lead a community which direction is so askew to mine and where I want to go. However, with there being two Head Builders, this further spreads out the burden of the role. I feel that with the experience I have had, and the length of the transition period there is going to be between the shift of powers, that this will work.

The Future??

So what do I mean "The Future"... well first off, I am not 100% set on leaving MCME forever, I will probably help out here and there. But, I don't think I will commit myself to another position at this current stage. In my next part I will be giving my opinion on a variety of issues/aspects of MCME which you the community can think what you want. Anyway, I might start something revolving around LOTR when Hytale comes out. I am excited about that, and who knows maybe that can somehow link back up to MCME. At this point though, you will probably find me building on the Conquest Plot server Darwin Reforged

Take on the Future

This part of the document goes over a variety of issues and my opinion on them. This is of course no decision of the Valar's and is merely an opinion piece which the future leaders and community of MCME can decide to use or not.

Projects | Take on the Future

Starting New Projects

This has always been a discussion that is very based on time and the state of the community. I feel that it should continue to be like that, if there are a plethora of designers and builders... then let there be more projects. As of now, I think it is a good idea to consolidate and work on the ones we have, but that being said, as soon as we can we should start on Mordor.

Project Organization

The way projects are organized and lead should probably be changed or at least restated. There is too much work that is usually put on one person. Projects should be divided more and then builders should be encouraged to set up proper forum posts and claim them. Obviously, we are not going to give an artist the entire region of Mordor or something along those lines, however this may also have to do with the way builder ranks are perceived. With now having two head builders, it should be very manageable to be able to distribute projects to the correct people. Projects that can be worked independently can be given to a talented artist, however if a project requires or is expected to have a lot more public aspects than an artist would not be suited to claiming it.

Also, careful planning is essential and I think that is very clear in regards to how long Dol Amroth took to finish. Every aspect needs to be planned and approved by the Head Builder, if any part of the planning changes then that too needs to be improved and notified to the public. This should definitely be happening on the forums more. Planning can be done so easy and together through the use of google services. That should be utilized a lot more.

If you want to change an aspect, like redo someone's work then proper communication is essential and should be passed through the Head Builder before being done. If the work is being done because it was bad, by all means then there is justification for changing it, however, there is no justification in not alerting the right people as that previous build was given to someone.

Moria

Moria is a very large project, I don't think it takes much to realize that. I think the entirety of Moria should be under Head Builder supervision. Then the parts can be delegated to appropriate leaders. Even though the most active people in Moria are not designers, I think it important for them to be the leaders, this is because the connection they have being staff and their responsibility to follow MCME standards in rules and expectations.

I think it would be very beneficial if the halls were listed and planned out, so they can be handed out and recorded easier. Having it just as knowledge that a few know isn't the most sustainable option in case someone cannot continue.

Fellowships Path

This project is coming along nicely and all my concerns are the same as the entirety of Moria. I don't think the foot prints should be through Moria but rather a certain iconic blocks like we have in other locations should be used. Also perhaps a marking at each door. I was thinking if that would be done then a faint blue Gandalf marking would be pretty cool.

Gondor

This project is nearly finished and it definitely should be showcased. However, I think when Anorien is finally complete that enough of it is at a level that we should move on from it. There is so much more on the map to do.

Belfalas

Not much to say, but foreman should try to finish up those farms, so that when we update the server it can really just be pasting trees. I am even thinking that tree building should be done on another server in 1.14 with a more developed rp, so again it is just pasting.

Osgiliath

Foreman could really just be cracking out the jobs over here, they are easy and can be done quickly. I think if a little more focus was put on it with some scheduled jobs / build days that it could be done rather quickly.

Anorien

No problem with it, wish more people would learn how to terraform to speed up that process, but that's about it.

Entwash

Barteldvn is handling this, looking good and as most things just requires textures and the server updated.

Andrast

Jacen has been working away on this one for a long time. If it could at some point be divided and handed out to foreman to help with the vegetation I think that would be ideal. Otherwise, just a slow project, but great results.

Mordor

I think this is going to come out really well, lots of the planning is done and if it's kept at that level: the building should follow naturally. However, some switches in the planned leaders is going to have to happen as a lot of the designers that actually claimed areas are now gone, including myself.

MCME Hub

I cannot stress how important I think a better community hub is for community growth. I think it wise to have some behind the scene work happening on this and the new Head Builders releasing the plans for the project.

Revamps

I think everyone is pretty done with revamps for a while, as much as it's awesome to build a newer and better Minas Tirith, there is so much else to be done on the map.

Realism

This is one of the points that I know there is a lot of controversy. As many of you know, I am a strong advocate for incorporating realism as I think it produces the best results. I think if the community does the research and keeps to the amount of detail Tolkien put in his stories than it makes the map so much more than all the other builds you see around. If we really are striving to be the best LOTR server out there, then there are certain expectation that I think come with that.

Diagonals

It kind of related to the point above, it all has to do with orientation and overall perspective. I believe it really weird for all buildings to be on 90 degree axis. There are those that say diagonals don't look good, however I guess that just has to do with personal preference.

Development | Take on the Future

Resource Packs:

The idea of Finrod and myself is to have in the end only one resource pack. Of course with vanilla and mc limitations this is not possible, however with every update, we can further move in that direction. I have already released lots of information on what I think the resource pack should look like so you can reference those materials.

Community | Take on the Future

History Badge:

This was an idea that I thought of long ago, that was only discussed among Valar. I think we actually agreed on doing it, however we just never had the time. Basically it's an add-on to your ingame rank that gives information on you. I envisioned it that all previous ranks should be displayed, while the other Valar had the idea that it should only list major accomplishments (like leader of Dol Amroth / tour guide of Keralis). I'm sure it can be up to discussion, but would probably be a cool thing to have.