

# TOWN HALL AGENDA 02/01/20

## Resources

Spotify Playlist [Start Listening @ 2:45pm, we'll update what song we are on throughout]:

[https://open.spotify.com/playlist/3GSy7SZHBBXxz1YbTIeVeZ?si=xnz5jVH\\_QEK4oFz9U47Ghw](https://open.spotify.com/playlist/3GSy7SZHBBXxz1YbTIeVeZ?si=xnz5jVH_QEK4oFz9U47Ghw)

## Pre-Meeting Docs to Review

- New Player Training videos: <http://sindo.me/mnNQeK>
- Admin Rules / Restrictions: <http://sindo.me/mn7nQK>
- BGBB Thread: [The Sindome Corporation](#)
- BGBB Thread: [OOC Chatting about IC Events](#)
- BGBB Thread: [Metagaming](#)
- BGBB Thread: [Being Successful on Sindome](#)
- help expectations
- help metagaming
- help ooc-chat
- help membership

## Speeches (3:00-4:00pm) [HOUR 1]

### Introduction / Opening Statement by Moderator (Slither - 5 min)

- Welcome
- Rules / Moderation
  - Moderation via Speaking Queue will take place
  - 'Join speaking' to join the queue
  - 'Examine speaking' for other verbs
  - 'look speaking' for the current topic/queue info
  - Speaking queue will notify you of changing of topics and when it is your turn
  - Stay positive, be respectful
- Thank you!

### Chief Justice - State of the Corp (Johnny - 20 min)

- Welcome
- CHARTS:
  - <https://i.imgur.com/9QHg7bw1.png>
  - <https://i.imgur.com/WPe60E81.png>

- <https://i.imgur.com/UXp6WUn1.png>
- <https://i.imgur.com/GnNycKB1.png>
- <https://i.imgur.com/qmcCSb01.png>
- <https://i.imgur.com/VpqCdJSl.png>
- <https://i.imgur.com/bOzSCr5l.png>
- <https://i.imgur.com/0Nc4GbQl.png>
- Grid 3.0
- Votes
- Costs & Budget
- Membership
- Improvements
  - Drugs
  - Bounty Hunting
  - Corpses
  - Combat
  - Vehicles
  - Economy
  - NPCs
  - Character Personalization
  - Help
- Thank Yous

#### State of the Builds (Glitch - 5 min)

- Update on recently released projects
- Upcoming projects
- Building moving forwards

#### State of the GMs (5 min)

- Note on current GMs
- Breakdown of groups

#### State of the State [Operations] (Slither - 10 min)

- Recognition of hard work on both sides of the veil

#### Topics (4:00-5:00) [HOUR 2]

- New Player Retention: What can we do better & how do we balance being welcoming & helpful with the cut throat nature of the game theme? (4:00-4:20)
- Suggestions for creating meaningful, funny, interesting RP for everyone (4:20-4:40)

- Disguise & Meta: What are IC cues that you recognize someone who is disguised? (4:40-4:50)
- Disguise & Meta: What are OOC cues that you should ignore when deciding if you recognize someone? (4:50-5:00)

### **Topics (5:00-6:00) [HOUR 3]**

- How to have fun playing, even when your character is having a rough go of it (5:00-5:20)
  - ['Playing to lose'](#) mentality
  - [Coping with bleed](#) / your character's emotions affecting your own
  - Knowing when to take a break
- Topside Conflict: What are players current understanding of 'fraternization' with other corporations characters? (5:20-5:30)
- Topside Conflict: How does the conflict play out currently? (5:30-5:40)
- Topside Conflict: What do we want to change about topside conflict & how do we do it? (5:40-5:50)
- Open Discussion [Rapid Fire] (join the queue) (10 min - 5:50-6:00)
  - Anything you want to throw out there that we didn't get to
  - This will be rapid fire so have your thoughts ready to paste!

**Closing statement from moderator**

**Leave, or stay for the RP awards [6:00-6:15]**

**Leave, or break off into different rooms to continue talking [6:15-???**