

the Joy of Mapping

Rules and Guidelines

Discord Server Rules

- **If you encounter any kind of problem during the session, let me, a Moderator or a Tutor know.** We're happy to help if we can. Don't be afraid to ask any (relevant) questions, no matter how obvious they may seem - I, a Tutor, or a Moderator, will likely be able to assist. Highlight me with @Jimmy or the @Mapping Tutors or @Moderators group. Tutors can help with mapping/session queries, Moderators can help with arguments or channel issues. There are also @Code Gurus that can help with modding queries. You can also send me or any Tutor or Moderator a private message.
- That said, **please don't spam highlights** in any of the channels. Be patient and wait for a response.
- **Keep it civil and stay on-topic please!** We have standards. We are not a meme paradise, and we won't help you make memewads or terrywads. Get that crap *outta* here.
- **Disruptive or disparaging behavior will not be tolerated.** Don't be a Negative Nancy, or a Rudey McGrude. We're all here to have *fun*. Moderators are employed in the chat, just in case disruptions or arguments become a problem.
- **Please be courteous to the other students over voice chat.** If you have lots of background noise going on due to people around you, or an open window or keyboard that can be picked up by your mic, please enable Push-To-Talk.
- **If your mic volume is loud and abrasive** I will ask you to turn on Push-To-Talk or mute it entirely. I may have to mute or kick you if this continues. Tutors, Gurus and Moderators have the same ability to do so.
- **"Can I be a Tutor/Guru/Moderator?"** The answer is an almost guaranteed "no". Tutors are selected for being accomplished mappers whom I respect and trust with the tuition of the participants, and Moderators are chosen for being level-headed individuals who can swiftly take care of unpleasant disputes.

Channel Rundown

- **#rules** - Periodically updated list of ground rules.

GENERAL

- **#general** - For offtopic and general Doom subjects. **Images cannot be posted here** (only by Tutors, Gurus and Moderators). This is to curtail excessive memeposting. Please just don't.
- **#general-media** - **Images and videos are permitted here**, just please be considerate of what you post.

JoM SESSIONS

- **#session-general** - Our main base of operations during the JOM sessions. Images can be posted here, and files can be embedded, in case feedback on your submission is desired. **This channel will be locked** after a session's compilation is publically posted, and reopened when the next session starts.
- **#session-submissions** - For submitting finished maps.
- **#session-testing** - For playtesting the project compilation. Bug reports and screenshots of problem areas go here.
- **#session-ep#** - These channels are only accessible to those in the designated team, and are for development of a specific episode during a session, through which students can ask questions, share work, and collaborate with others in their episode.

ASSISTANCE

- **#mapping** - For topics relating to map-making **outside of the JOM sessions**. Show off your WIP maps here if you desire feedback.
- **#modding** - For topics relating to mods, and advanced editing like DECORATE, ACS, ZScript, etc.
- **#playtesting** - For uploading your finished works for feedback. Highlight the **@Playtesters** group (only once!) to get eyes on it.

REFERENCE MATERIAL

- **#tutorials** - For videos or other links pertaining to handy editing tutorials. **Only links are permitted here.**
- **#inspiration** - For images, videos or articles to serve as creative inspiration for fellow mappers. **Please don't post your own work here**, boast about it in **#mapping** please.
- **#music** - For videos and links to music resources, either for inclusion in map submissions, or for general inspirational/conceptual fuel.

How This (Usually) Works

- **Show up to the Discord server.** You don't need Discord installed, as the web app will do just fine. Discord, for those not in the know, is a powerful communication program with text chat, voice chat, file sharing, streaming support, and all sorts of other goodies.
- **If you want to participate and make a map, highlight or PM me so I can add you to the @Students group.** This will enable you to join a voice channel. These channels will (usually) have Tutors and Moderators present to help guide the process and keep the chat stable.
- **You won't need to have your mic enabled** for the session - or even join a voice channel if you're not comfortable with lots of other voices - but it might help you keep up with what's going on or if you need to ask questions directly. I will be making important announcements over voice, Discord chat, and Twitch chat. The session's available Tutors will be echoing these announcements in the voice channels I am not in.
- At the end of the session, we should all have complete maps - **we should take a while just to playtest and bugfix anything.** Missing textures, erroneous tags, misalignments and such will all be cleared up here.
- The mappers should **upload their WADs to the Discord's #session-submissions channel, using the submission template provided,** once they're ready to share, either by posting links to them or embedding them in the channel. Your map will then enter the roster for the compilation WAD I will create out of everyone's submissions.
- There will be *some* quality control. If your map has severe problems (and it likely will if it is your first undertaking!), I will need to let you know. Don't feel singled out, the Tutors and I are only here to help you along with your creation.

Previous Sessions

During the first few sessions which were simply **1-3 hours long**, there was a **Twitch stream** broadcasting what was happening on my screen so participants could "map along", inspired by the approach of Bob Ross's show "The Joy of Painting" (our namesake!) in which viewers at home could paint along with him.

- A set of instructions to all the participants was fed through the stream and the Discord chat.
- Every "x" minutes the mappers would receive a new task to complete - a mostly general thing rather like "make a set of stairs", or "make a connecting bridge" or "place down some decorations".
- I and/or the Tutors happily gave detailed explanations on how these things are best done, if needed. But it was up to the mappers to implement these instructions as best they could, in whatever stylistic way they chose.

Mapping Guidelines

- **You can map in whatever format you like, as long as the map will run in the current official build of GZDoom (3.6.x).** This means mapping for Zandronum/Skulltag, Eternity, 3DGE, Doomsday, etc. is not permitted, as it'll make compiling the submissions awkward.
- **Custom textures are permitted** unless specified otherwise - but please ensure that you credit the resources appropriately so that I can add the credits to the text file, and are only including textures your map is *actually using*. You can use SLADE's maintenance tools to cut out unused resources from your WAD file before submitting.
 - **A texture WAD may be provided.** You can type !texturewad into any channel on the Discord to get the link to it. Using this is not compulsory.
 - **Custom DECORATE content is not permitted.**
- **I must ask that you think of a title for your map.** The earlier during the creation process the better. I strongly dislike having untitled maps in the compilation.
- **The inclusion of custom music for your map is highly encouraged.** Music from the IWADs is permitted if you can't find anything. *Credit for music is essential.*
 - If you don't include music, it will default to the track for whatever mapslot your map ends up occupying in the compilation (when the standard MAP## progression applies).
- **Please place at least 4 player starts.** We are making single-player levels, but co-operative play should be accounted for. Deathmatch starts are unimportant, as are multiplayer-only weapons, items or monsters.
- **Please try to balance your map a bit for at least skill levels 2, 3, and 4 before submitting.** The implementing of difficulty settings for thing placement is welcome, but not essential.
- **Your map should ideally have a custom par time.** I will set par times myself for those maps that don't have one of their own - but since this can take a lot of time and energy out of me, I must ask you to specify one yourself.
- **Please state whether your map requires jumping, crouching or freelook.** Please **avoid** stating "not needed" or "it doesn't matter" for any of these - it's important that I know one way or the other.
- **When you submit your WAD, please name the file "[Yourname] - [Levelname].wad".** Embed it in the #session-submissions channel in the Discord server for me.
 - If you have multiple nicknames on Discord or the Doom community's forums, please name your submission with the exact nickname you wish to be credited under.
 - If your nickname changes at any point due to personal preference, just notify me and I'll update the credits accordingly.
- **Maps that are unfinished or basically not exitable will not be considered for inclusion** unless I can address the issue with a swift fix. (I can easily correct improperly tagged sectors, doors that have the wrong trigger type, and suchlike.)
 - **You must have beaten your map WITHOUT CHEATS** first.
 - **When placing your exit, please ensure you use the END NORMAL action special!** Not End Game or End Secret. These will create problems.
 - **You will be asked to improve or address issues** with your map if there are outstanding issues with it..
- **If you wish to remain anonymous when submitting, let me know via private message.**
 - Just ensure I am not streaming my screen when you do so. :P

Courtesy Guidelines

Here is a set of rules that I *strongly urge* everyone who is part of the Discord to follow, just to make life on the server a little easier for us all during the JoM sessions themselves. These guidelines pertain to the behavior and consideration of all participants, rather than how the sessions are run.

These rules apply as much to the Tutors and Playtesters as they do to the Students.

Creating Your Map

- **PLEASE do not use cc4-tex as a texture resource.** It is an overused, oversized resource, and terrible to manage. The same goes for any likewise texture pack that seeks to be all-purpose, and includes multitudes of variations on single textures.
 - You're only permitted to use packs like these if you include *only the textures you use* in your submission.
- Be wary of placing things like megaspheres, BFGs, and even backpacks. Continuous playthrough has to be accounted for even if we enforce pistol starts, so if your map ends with the player having close to 200/200 health and armor, and/or full ammo, please reconsider your item placement.
- If making a ZDoom map, do not use alpha monsters like the **Beta Lost Soul**, or try to place items like the **Unholy Bible** or **Skull Chest** in your maps. Many of these are unused items and by default will show as errors.
- **Please don't use stealth monsters.** They suck. You'll have a hard time convincing me otherwise.
- If the rules state that a certain kind of content is forbidden for you to add to your map, such as custom DECORATE monsters, don't try to break said rules, or try to cleverly circumvent them, or pester me about any specifics or technicalities. I will only let such breakages slide in extreme circumstances, say if you've added them in a tasteful way that supplements your map and the new resources blend with the session's provided resources well - in all other cases I will ask you to remove these resources, or I will edit your map myself to do so.

Submitting Your Map

- Play your map all the way through as many times as you can bear before submitting. **Maps that have clearly not been playtested at least once will not be considered for inclusion.**
- No need to place your WAD file in a ZIP or RAR, unless by some miracle your map on its own exceeds the 8MB limit that Discord imposes on directly uploaded files.
- When providing an update, try to include *only* the resources that you're changing, i.e. if you change resources like music or textures. In the case of using a third-party texture set, please don't repeatedly include those textures in resubmissions of your map, unless there are vital changes - and if there *are*, I will need to know about them - chances are I will default to only copying your updated map into the compilation, to save myself time.

During Playtesting

- **Internal beta compilations stay internal, please.** Don't distribute them to public boards.
- **You are responsible for playtesting your map at least once**, and this is the barest minimum I expect from anyone who submits for a Joy of Mapping project.
 - If you submit a map that was not properly tested, I may not include it. You need to have loaded the map up in the target sourceport, along with all the resources you used, and beaten the map

legitimately *at least once*. This means **no cheating** (god mode, idkfa, mdk, etc.), **no cheesing** (i.e. only using vital secrets you will know about), and **on all the difficulties** that you've balanced the map for.

- You must try to fix as many of the bugs that you find during playtesting as possible. If there are bugs you cannot fix, simply state so when you submit, and these will be addressed by someone who knows how to fix them.
- If you submit a map that is outright not beatable, it can't and *won't* be included.
- Do not add extra features or rooms to your map *after* it's been extensively tested (unless doing so was part of the feedback you received). This is generally not fair on the testers, and not fair on me, as I have to decide where in the roster your map belongs - if it changes size or length suddenly, I then have to reconsider the map's position.
- Be welcoming of criticism, even it is hard to take. Many of us will be mapping for the first time. You may not immediately hit all the nails on the head. It's okay! Take it in your stride. We're all here to learn, even the tutors.
 - Generally it's going to be a good idea for you to not get too emotionally attached to your work, especially if it's your first. You might run into problems, and you might receive criticism.
 - If you are asked to change something, the excuse of "but it's meant to be that way" is pretty poor. The tutors know from experience if something needs changing, like a gameplay setup that isn't fair or fun, a case of overdetail that impairs gameplay, or a texture choice that looks downright ugly. We're not here to stomp on your creative freedom, no sir, but we *are* here to teach you how to apply your creativity well.
 - Furthermore, if you set out to *deliberately* make anything worse, as a way of "getting your own back" in the face of particularly harsh criticism, this is very much against the spirit of The Joy of Mapping being an educational program. Please don't "spite edit", to coin a phrase.
 - If any criticism honestly upsets you, and you believe your work was judged or criticised unfairly, I *am* willing to hear you out. Everyone makes mistakes, and this can even include our staff. Calmly approach me, or a Tutor or Moderator, talk it through with us, and we'll try and resolve the situation.

Fun is mandatory.

