

The Big Problems: an Overview

Looking at the current Police issues and proposed solutions.

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Introduction

Whilst a Police whitelist seems to be appealing to a large sector of the community, it seems like it'd likely cause a lot of issues, along with being a logistical nightmare to handle, no matter how implemented, combined with the huge workload on development to actually implement. Therefore, this document looks at the various issues raised, and perhaps less intensive solutions, or questioning if solutions are actually required.

Selection Process

The issues covered here were picked out from the [“Big Questions v2” thread](#). When duplicated, or very similar, the issues were merged together, though expanded in the individual descriptions. Issues were also discarded if found to be more general, or likely to be out of scope.

Corruption

Description

Generally, corruption in this form are the IC elements, such as accepting bribes, ignoring crimes, and some excessive uses of force. Essentially, as an IC interaction, corruption (in this context) is the lower level, to the point where staff wouldn't even consider getting involved.

Statement of Intent

With these lower level IC interactions, from a development and staff standpoint, these shouldn't be discouraged, as it's the interactions which make RP. So long as they don't have a foreseeable adverse effect on other players, these should be encouraged and given greater tools to develop these RPs.

Conclusion

Therefore, considering above, there is no real solution OOCly for this, though IC methods could be improved, with better tracking, the ability for longer demotion timers; giving the Chief and President the ability to handle the corruption better from an IC standpoint, without disrupting this important facet of RP. However, this does somewhat limit the overall scope of changes which can be made, with demotions still being a timeout, more than a punishment.

Unprofessionalism / Dumbassery / Poor Training

Description

This issue arises from officers who come into the force with a lack of knowledge for policies and procedures, from minor things like failure to follow SOPs, through to poor driving, improper handling of suspects and raids, poor weapons discipline and others.

Subissues

Goofiness

Combined with the general lack of following SOPs, this comes across in other ways, such as the general lack of professionalism, including misuse of radio, a much more relaxed environment, and a general feeling of “goofiness” at times.

Misuse of Radio

As stated above, another issue is the misuse of radio, ranging from people screaming down it to general chatter. Whilst in general, chatter isn't an issue, it can be an issue when trying to communicate critical information.

Vehicle Customisation

Again, the general goofiness ties into some vehicle options, such as units running Kamazs or RVs. Whilst this is generally clamped down on by good SoPs, as we see later, this can be an issue.

Poor Leadership

Along with the general issues, this is also amplified when the President or Chief are also unprofessional, since this has a general impact over the entire force, with no mitigation against it. This can range from simply the Chief acting as another Officer to not setting SoPs, not responding to requests or just a simple refusal to take the actions required to keep the force in check.

Root Causes

Limelight has always had an attitude of “pick up and play” where minimal roadblocks are implemented to allow people to play in whatever role they want; whilst expanding player freedom, it comes at the cost of a less trained and professional force. Unfortunately, this can also create a huge divide between the “professional RP groups” such as the MCSO, and the more casual players, where their goals of their play are very different.

Mitigations

However, speaking of those RP groups, this also leads to a more professional environment, where some of those poorly trained officers join the groups, and become more professional officers, and especially when those groups are in force, this leads to a much more professional environment, which often trickles into those less professional elements. Again, as with the leadership above, the effect of these more professional elements is also amplified when the Chief is professional.

Statement of Intent

Whilst not strictly an OOC issue, there are elements which bleed into the OOC, thus changes we can make both ICly and OOCly can improve this situation. However, this can be strongly at odds with the more casual players, so we have to be careful about the changes we make, at the risk of alienating those more casual players.

Possible Solutions

Expansion of IC tools.

As above, with expansion of IC tools, pool training can be managed more effectively, though this still requires strong leadership, which isn't always possible, as noted above.

Strong Whitelist

Strong whitelist in this context simply means a whitelist backed up by strong policies and procedures, more of an RP group backed by a whitelist. This would have the greatest effect on reducing this issue, but also the strongest alienating effect on those more casual players, with the effect of blocking them from the force entirely.

This is also a major shift in the "pick up and play" attitude, implementing a major roadblock to those roles, which again, can be highly alienating for both new and experienced players.

Furthermore, this also has the issues of bias, either implicit or explicit, along with the appearance of, from both sides. For example, pre-whitelisting members of RP groups, or granting whitelist access to those higher election of those groups would indicate an implicit acceptance that those groups are held in higher esteem. However, refusing to do that also creates a situation in which those experienced players may believe that the team is biased against them.

Concerns have also been raised over how the creation of an "official" RP group, backed by a whitelist would affect other RP groups, such as forcing them to shut down. Whilst some concerns are valid, some are also overblown, so a more in-depth session of planning needs to go into this should it be picked to ensure that other RP groups are neither disadvantaged, shut down or adversely advantaged from the implementation of such a system.

Conclusion

Whilst implementing the whitelist seems that it would solve the issue raised, it also raises a huge number of concerns, and some changes to the core attitudes of CityRP, and therefore needs to be planned in further detail to mitigate those risks if it is chosen.

Weak Whitelist

As above, except the whitelist is much more externally enforced, with perhaps only a binary switch after an application, with higher standards for removal. However, this only increases the “hassle hurdle” of becoming an officer, with all the above issues, but doesn’t actually solve the core issues because of that lack of enforcement and strong policies.

Conclusion

This suggestion has the same issues as above, yet doesn’t even solve the core issues being discussed.

Test Based Whitelist

As has been suggested in the past, this whitelist is simply based on completing a small test, when successfully completed grants access to the Police.

This at least ensures that officers are aware of the expectations, but provides no active enforcement of those policies, unlike the strong whitelist.

However, unlike the strong whitelist, a completely ingame and short system has the advantage of being much more open, reducing the issues raised above of forcing out more casual players.

Conclusion

Despite the disadvantage of being less actively enforced, this has the advantages of less change to the core CityRP ideals, and is quicker to code.

Player Accessible Policies & Procedures

Similar to the current /codebook, an easy, visible set of policies and procedures, to assist both players who are new to the role and Chiefs trying to enforce them could be provided.

However, this has the downside of being only passive, even compared to the test, there is no real way of forcing people to read them.

Conclusion

Again, an easy system to implement, which has upsides for the people who actually use it, without being onerous on the more casual elements.

Overall Conclusion

Despite the various solutions offered here, the changes range from huge to minor, and so there's no single solution to please everyone, so this should be passed back to the community for more input.

Dickery

Description

This is similar to both the corruption and unprofessionalism issues noted earlier except dickery takes the mantle, changing into actions which adversely affect other players. Highly excessive use of lethal force, arrests over minor infractions or even no infractions at all. This behaviour has been exhibited from many different facets of the community, from new casual players, through to experienced serious Police RPer.

Statement of Intent

Whilst these interactions are generally IC, they can become breaches through a lack of background RP, or likely candidates for use of 1.5, considering the adverse effect on other players. Such examples can be seen through [Police forcing the end of RP situations](#), or [use of lethal force against fellow officers for minor infractions](#). To sum up, we RP to have fun, being repeatedly harassed, arrested and killed isn't fun.

Proposed Solutions

Solutions for Unprofessionalism

As above, the same solutions for unprofessionalism can be used for dickery, with the same positives and negatives as above.

Use of 1.5

With the rules overhaul, there has been an increased mandate for the use of 1.5 in the prevention and ending of situations which breach the spirit of the rules. This can be used to stop these issues, whilst not being overly harsh to start with, limiting impact to more casual elements, and allowing for changes in police attitudes over time.

Making Jail Less Bad

Generally improving the jail experience, whilst not mitigating the dickery itself, could mitigate the effects of being jailed. Improving interactivity, either through things like chess, jail experiences, skill machines in jail (such as the Prison Architect workshop / cooking classes) could all be used to make jail a less bad experience, allowing players to still interact with the server instead of jail being a 15 minute AFK time.

Overall Conclusion

Again, as above, there are lots of possible solutions, with positives and negatives, so this really needs passing back to the community for more input.