



THE GREATER-SPAWN MANIFESTO

By Spaicol and Smoot



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THE SHIRE
Minecraft server

Executive summary

This document aims to clarify and organize the plans we (Spaicol and Smoot) have for the spawn island. Every reader is encouraged to contribute with their own ideas, concerns and suggestions as Spawn is everyone's build.

The project's scale

The project aims to include the entirety of the spawn island.



Phase 1 – Beefy Spawn

Phase 1 aims to brush up on the current spawn builds, terraform areas closer to central spawn and give everyone a chance to contribute to the finalized (for now) "beefy spawn".

Project's map



Projects current plans

- We plan to continue expanding the bridge as it proved to be a good method to define the style of different parts of spawn and add a height variance and improves the walkability. (towards puppen and towards Little caffa)
- We plan to conduct some terraforming works, mainly next to the castle's vineyard, mountain in front of little Venice and the areas around them.
- We plan to completely rework (with respect to the current buildings/already existing motive and landmarks) all areas highlighted with red stripes.
- GOLD IS OFF LIMITS (very old so up to the lords to decide), I would suggest some general terraforming, roads and gardens !
- Blue is bridges, changing depending on the style of the area around it.

Please note that no project has been finalized, freedom of creativity is king, if you have a suggestion on one of the areas discussed or have a building idea that could work there feel free to come forward and join us!

Phase 2 – OS connection

After Phase 1 we aim to connect Oranjested to Spawn in a more organic way

Phase 3 – VSO connection

After phase 2 we aim to connect the new OS (Oranjested-Spawn) to Venice through the developing of the “land of no-one”

Can I join? Access levels

Of course! Everyone is welcome to contribute to spawn, however, it is of absolute importance to give a structure to how everyone can contribute (based on already existing roles).

Level 1

Yeoman to Duke (TO BE DECIDED BY THE LORDS ON WHERE THEY CAN CONTRIBUTE OR HOW)

Level 2

Viceroy to Archdukes (TO BE DECIDED BY THE LORDS ON WHERE THEY CAN CONTRIBUTE OR HOW)

Level 3

Architects and Lords (TO BE DECIDED BY THE LORDS ON WHERE THEY CAN CONTRIBUTE OR HOW)

Already existing builds.

What does it mean to update a building?

As spawn is an organic and everchanging build it is not unusual to utilize more modern block patterns on older buildings whilst maintaining the original shape and purpose (mainly stairs for roofs that don't have them) or other additions such as new floors, towers, gardens etc.

When can I update a building?

Building updates are a touchy subject, especially when a building holds a sentimental value for older players or the original builders. For this reason, in order to satisfy everyone's wishes queries about building updates are to be directed towards the Staff (Lords and Arbiters).