

# Guidelines

## 1. Rules

- No Swearing
- No Spamming
- No Harrasing
- No Name Calling
- Be Kind
- Use Common Sense - Do you think if I would include a rule against what your doing?
- No Hate Speech (race, gende, you know the rest)

## 2. General Work Expectations

- You must get your **\*\*weekly\*\*** tasks done
- If your done then please let me know
  
- If you have to much work to get done in a week, let me know I may change it to fortnightly (every 2 weeks, and yes that's a word) or give you an extension
  
- If your going to be inactive for a 1-2 weeks period (e.g. you go on vacation) let me know ahead of time but it must be a reasonable amount of time, 1 - 2 weeks, don't go to Italy for 2 months but you may do that if you can continue to work

# Job-Specific Expectations

## Cont'd

- Work regularly maybe 5-6 days a week

## 1. Scripting Expetations

- As a scripter YOU ARE RESPONSIBLE for bugs found in the game
- Debugging is the hardest part of scripting, help eachother out and check out other people's scripts
- Your code should be well commented to help you (when you read it later) and others understand the code so people can easily make changes to your code someone makes a change
- Use lots of variables it also helps people understand code

## 2. Building/Modeling Expetations

- You must use Blender (or some other modeling application) for some of your builds, but pretty much for all models
- They obviously must be of quality
- The size and positon of all parts that contribute to your builds (on all 3 axes) must be a multiple of (in studs) 0.25, 0.5, or 1  
basically that means you may have a part thats 23.5, 10, 3.25 not 23.487,

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## Monster Modelers

- Your models must be “animate-able” or S15 according to this Roblox DevHub article: <https://developer.roblox.com/en-us/articles/using-avatar-importer> (paste into your browser’s search bar) Here’s a demonstration



Un-animate-able character, skin doesn't wrap



Animate-able character, skin does wrap