

Global Development Team Application

There are six (6) sections to this application.

The first section is required, followed by area of expertise sections.

I. General Introduction

A. What position(s) are you specifically applying for? What are your areas of expertise?

B. Why do you want to join the team; what goals do you hope to accomplish?

C. Have you held a staff position on a PlayerWorld? If so, elaborate.

D. Please list up to five (5) references that can testify for your ability to do your duties, along with their relative staff positions.

E. Please, tell us a little bit about yourself! Tell us what makes you special! Why should we hire you? Provide any information you feel will benefit you!

II. Levels Design

A. Have you ever used a custom tileset before, if so, what server(s)? Do you know how to set up a custom tileset based level?

B. Are you familiar with layers? Have you used Gonstruct? Do you regularly implement layers? Do you have a preference, Gonstruct or the Official Editor?

C. Please, tell us about your style. What relative time period do you think demonstrates your creativity skills to their fullest? Do you enjoy using the default tileset? Why?

D. Would you be able to assist other players with providing support on including but not limited to, how to handle level linking, the level generator tools, as well as developing their first Overworld?

E. Please attach what you feel demonstrates your BEST work. Please provide at least a few indoor and outdoor levels to give us a grasp of your overall ability. This work MUST be 100% Original and worked on solely by you. Please critique your work.

III. Scripting/Programming

A. Excluding GScript, please list ALL Programming & Scripting Languages you have familiarity and proficiency in, along with your expertise level.

B. Not knowing GScript does not automatically disqualify your application; how familiar are you with GScript? Are you able to port GScript 1.0 code to GScript 2.0? Can you convert Pre-NPCServer GScript 1.0 code to Client & ServerSide GScript 2.0? Please provide examples as best as you can.

C. Part of your job will require editing the Graal Bible Wiki. Even if you lack editing knowledge, we will assist you. How experienced are you with making contributions to a wiki? Will you be willing to document and provide examples for GScript?

D. Please provide us with some the best examples of your work, whether it is in GScript or another language. Any source code you provide us will be removed upon reaching a decision of your application. Critique your programming practices as well as bring forth anything you learned from these projects

IV. Graphics

- A. What are your tools of choice, both physical and software?**

- B. Which digital art and design programs are you familiar with?**

- C. Have you ever developed art for Graal before, or a similar game?**

- D. Are you proficient with any form of animation? Are you able to create a sprite sheet? What kind of Graal Related work would you be capable of? Can you design weapons, scenery, monsters, etc.?**

- E. Provide us your best examples of your work, as well as critique your own work. Please provide additional material that will support your claim to design Graal-Related graphics.**

V. Animation

- A. How familiar are you with the Gani Editor? What can you accomplish with it?**
- B. Have you worked on animation outside of Graal?**
- C. Do you know how to set up attributes to be later modified by scripts? Elaborate.**
- D. If one of our artists were to give you a sprite sheet to work on, and one of the sprite's dimensions were off-center, how would you resolve the issue? Would you fix the graphic yourself, ask permission to fix it, have them fix it, etc.?**
- E. Please provide us with some Ganis that show precision, smoothness, and quality. These should be some of your best work. Critique your work as necessary.**

VI. Sound & Music

A. How long have you done audio-based media? Do you play an instrument? Do you have access to a studio?

B. Which software choices do you use when recording & editing?

C. If you do sound effects, what do you use to generate sound? Is your work mostly through editing? If you do music, do you record your instrument, compose music then run it through software? If neither of these, what do you do, tell us! We are curious!

D. Please provide us some of the best examples of your work, what drove your inspiration, how they were created, as well as a critique.