

# Onboarding Effectively - Questions Needed To Help Us Help You

Whether you're starting a Minecraft Community, Network or launching a Hosting Company, the more we know upfront, the faster and better we can help. Here's what we need to know from you to begin!

---

## General

### Your Skill Level:

- Are you technical or more on the creative/managerial side?
- Comfortable with Linux and networking, or need us to manage it all?

### Your Team:

- Are you working solo or do you have owners/managers/devs/mods/helpers already?

### Budget & Timeline:

- What's your monthly budget or upfront investment range?
- Is this a hobby project or a long-term business plan?
- Are you trying to launch by a certain date?

### Your Expectations:

- What kind of help are you looking for from us?
  - Do you want advice, full setup, ongoing management?
-

# Minecraft Community/Network

## Core Info:

- What's the goal of your network? (*Minigames? SMP? Modded? Economy?*)
- Are you aiming for a casual community server or a professional network?
- How many servers do you want to run? (*e.g. lobby, survival, skyblock*)
- Do you already have a player base, or are you starting fresh?

## Technical Info:

- Do you have a dedicated machine currently or are you renting Minecraft servers from a hosting provider like PebbleHost or Shockbyte?  
**IF** the answer is no to a dedicated system, **are you** looking for one at the moment?
- Any infrastructure already in place? (*e.g. Proxmox node w/ VMs for Pterodactyl, SQL, Docker, etc.*)
- Planning BungeeCord / Velocity? (If so, give full setup layout. Proxy, Hub, Survival, Dev)

## Branding / Design / The Team:

- Do you already have a name, logo, domain?
- Do you already have staff or are you recruiting?

---

Do not follow this next section if you are **NOT** becoming a hosting company. This is where you send over what information you've compiled!

# Hosting Company

## Infrastructure Info:

- What do you have right now? Any dedicated systems? Any infrastructure already in place? (*e.g. Proxmox node w/ VMs for Pterodactyl, SQL, Docker, etc.*)  
**Do not ignore this step if you already have systems. Make a diagram of what is where.**
- Locations and specs of machines (*CPU, RAM, storage, network uplink?*)
- Is this going to be rented or owned hardware, or a mix?

- How are you planning to scale? (e.g. *Buying more dedicated systems at the beginning or later*)

## **Services You're Offering:**

- Shared Game Hosting? (*Pterodactyl panel servers - Minecraft/Rust, etc.*)
- VPS Hosting? (*Done on top of the dedicated systems ordered/separately.*)
- Dedicated Servers? (*Owned hardware or renting out using a platform?*)
- Website Hosting? (*Domains, Storage, Websites*)

## **Software & Stack:**

- **Panels:** Pterodactylm Multicraft, VirtFusion, Proxmox, ESXi, TenantOS, Synergy CP?
- **Billing System:** WHMCS, Blesta, WemX?

## **Networking & Security:**

- **Shared Services:** Multiple Shared/Dedicated IP's?
- **DDoS Protection:** Arbor, TCPShield, NeoProtect, Infinity Filter, Cosmic Guard?

## **Support & Automation:**

- Are you doing support through Discord or another platform? Live Chat? WHMCS Support Tickets?

## **Brand & Legal:**

- Company name, branding, domains bought?
- Terms of Service, Privacy Policy, GDPR compliance completed?

---

Revision #5

Created 21 March 2025 18:27:11 by JasmeowTheCat

Updated 17 May 2025 03:07:39 by JasmeowTheCat