

Settings that need to be done

Sensitivity ✓

Scroll wheel toggle

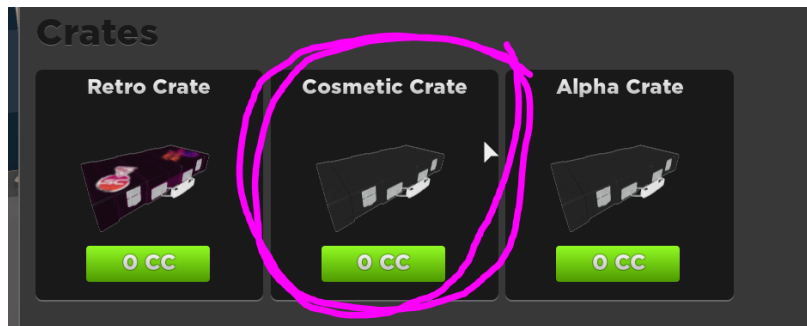
Chat toggle ✓

VIP Rainbow Chat toggle ✓

Shop

Implement Crate Animations on unbox ✓

- Use Cosmetic Crate model ✓



- Unbox Animations ✓

- Add walk, hair, glasses, & bunny ears to cosmetic crate ✗

- update the wizard hat ✓

- add Cybertech quality Diver's Helmet to the back end

- add the lei for the hawaii bundle ✓

Hats filter daily ✓

- Cosmetics filter every day in the two large slots (700-1,000 CC) ✓

- Face filter through the two mini slots (250 CC) ✓

Tools section

- Backpack expander ✓

- If you try to buy an item when you don't have space in the shop it tells you to make space in your backpack & redirects you to buy a backpack expander

- If you buy a backpack expander when your inventory is full, it will notify you this purchase won't give you the item and instead directly increase backpack ✓

- If you buy a backpack expander and you have extra space in your backpack, it tells you to use this item in your backpack ✓

- If your backpack has the maximum amount of slots (around 2,000) then it notifies you that you cannot buy this item to increase space since the player has the maximum amount of slots already ✓

- VIP upgrades backpack w/ 150 slots (if not at max)

- An item forcibly given outside of the shop ignores space in inventory ✓

- When an item is received, the player should get a notification in their inbox ✓

- Able to buy as many faces/hats from the store as you want, notifies if you already own a copy ✓

- Colors to represent urgency of messages: Green = Good (Item successfully received); Yellow = Minor Urgency; Orange = Major Urgency; Red = You need to look at this before you do anything else ✓

- Little number to notify how many notifications you've received has a max of 9+, and it will change color to the maximum urgency of a message in the mailbox ✓

Implement Bundles' products

- Hawaii Bundle add skins ingame (Part II Skorpion, Luau Healgun, Genuine Lei : 199R\$) ✓

- Neko Bundle add cosmetics in game (Genuine Socks, Genuine Cat Ears, cat face, & Genuine Neko Skirt : 99R\$) ✓

- Fix Neko items' viewports ✓

- Shift between Healgun/Skorpion banner advertisements periodically (3 seconds) ✓

- Only lets you buy bundles (dev products) if you have the space ✓

Implement Gamepass section ✓

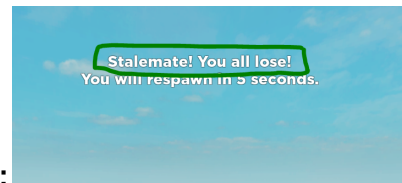
- VIP ✓

Fix rates on Crates: ✓

When press the + button on the CyberCoin bar it should redirect to the CyberCoin section ✓

Backpack expander viewport ✓

Gameplay



Use the top text label to send the following messages:

- Round start in: n seconds ✓

- Red/Blue team wins! ✓

- Stalemate! Both teams lose! ✓

- Alert! Blue/Red team has taken your Intelligence! (ctf) ✓

- Alert! Blue/Red team has picked up your Intelligence! ✓

- Alert! Blue/Red team has dropped your Intelligence! ✓

- Alert! Your team has dropped the Intelligence! ✓

- Alert! Blue/Red team has captured the Point! (koth) ✓

- Overtime! Ending in n seconds (koth)

Add sounds to objectives ✓

Press "E" to call for medic ✗

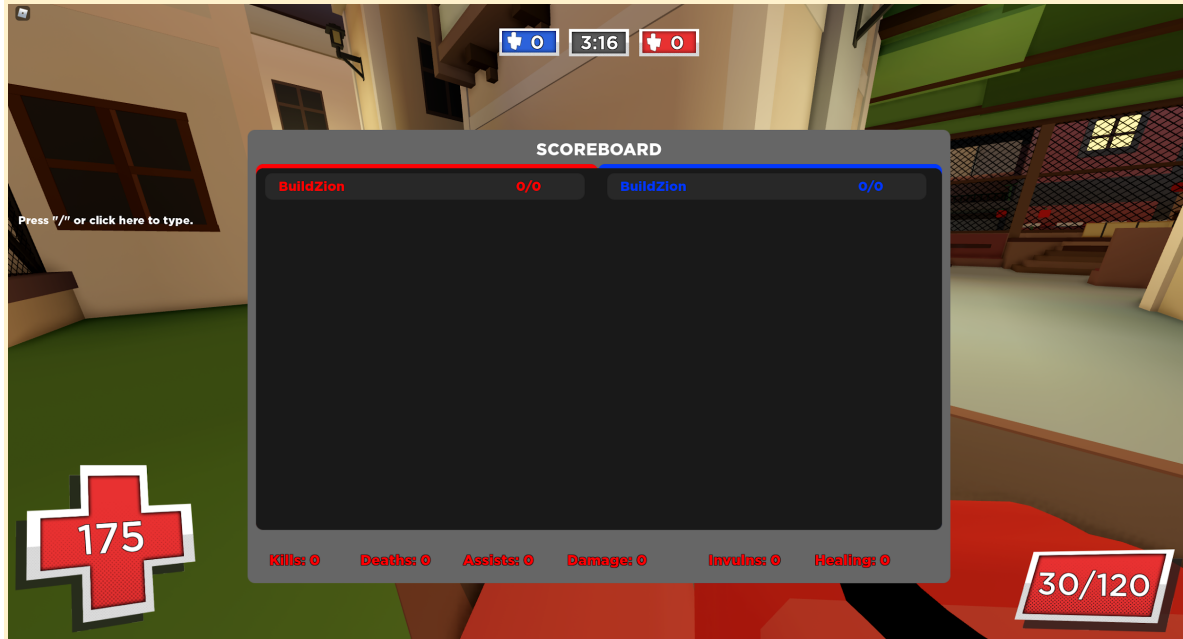
Press "L" to drop intelligence ✓

Implement the personal stats on scoreboard ❌ (i assume this is xp and cybercoin earnt. This cannot be accurately predicted as it depends on whether they win or lose the game)
Delete CyberCoin/XP scoreboard UI and make team colored stats

(kills/assists/deaths/etc) ✓

Add new screenshots of maps for map voting (take them yourself) ✓

Fix: sometimes the Scoreboard shows you on both teams ✓



Fix bug where it doesn't show end message when you cap the intel 3 times ✓

Class specific first person viewmodel arms ✓

Bullets shouldn't be able to pass through parts w/ textures ✓

Fix the Z-values of UI that overlap (Menu & KOTH UI) ✓

KOTH Point should slide up & down depending on who is capturing the point (similar to ammo/hp) ✓

Add HP bar when...

- You are being healed by a medic, and should represent your Healer's HP
- You are healing a teammate, and should represent your patient's HP ✓
- Above your teammate's head when your cursor is pointed at their body (playing

as medic) ✓

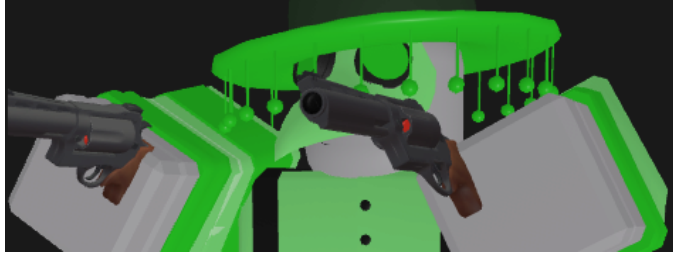
- HP bar should represent % of HP & overheal ✓

Only allow pickups to be picked up when player doesn't have full HP/Ammo (could only do this with hp as ammo isn't replicated to the server, and invoking the client for that info could result in hanging and that isn't cash money) ✓

Add inspect sounds as well as all the sounds pinned in #sound-directory ✓

Make invuln charges affect first person viewmodels (solid color + transparent layer) ✓

Team Color shotgun shells (Serbu & Snakeshots) ✓



Fix Serbu reload bugginess ✓

Basic emote if you press "G" (Class pose) and then undoes taunt if you press any other button ✓

Bullet holes ✓

Add point lights (i added them to models over the baseplate) to weapons (except awp & knife) same lighting for skorp as serbu ✓

Extend change class area to all of spawn on Outpost ✓

UI for dropped intel ✓

Cancollide false carcasses ✓

Crown above KoTH point ✓

Rotating crown mesh over koth point (in #assets) ✓

General UI

Add a mailbox feature ✓

- Allow us to send notifications on game updates through this ✓

Shooting sound when you click while not actually in game ✓

Update silhouettes on Snakeshots & Serbu ✓

Hide the Spanish button in settings ✓

Don't show leaderboards, and in lieu of that, add a one option warning telling the player that Leaderboards aren't finished ✓

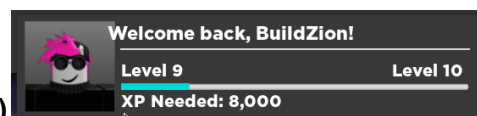
Fix bug where pressing comma and "m" ingame shows two overlaying UI ✓

Add rainbow VIP Chat ✓

Fix the Chat cutoff bug ✓ you can't see chat after you type a certain amount of

characters

Dev BuildZion: doin ur mom doin doin doin ur mom doin doin ui
giggity giggity goooooo doin ur mom



Fix "Welcome X" overlay (it extends over pfp) ✓

Fix the healer's observe health UI above other players' heads ✓

Sometimes choose class doesn't keep track of your team ✓



Close the tab you're in (loadout, shop, etc) by clicking on it when it's open ✓

Loadout/Backpack/Items

Remove old revolvers ✓

Name the new revolvers "Snakeshots" ✓

Place the skin title before the weapon name: [Skin Title] [Weapon Name] ✓

Add item info frames when mouse hovers over items ✓

- Add effects in item frame description when there are bizarre/self-made effects ✓
- Hide effects in description when there are none ✓
- Hide kill clock stats on items until we add stat clocks ✓

Give the Marksman a Skorpion ✓

Give the Gunner a shotgun ✓

When choosing a weapon/cosmetic, allow players to see default items w/ skins/cosmetics ✓

Add slots for hats ✓

- Head, Eyes, Mouth, Neck, Misc ✓
- If an item occupies one of these slots, they cannot be worn with another item in that slot ✓

- Misc items ignore other items and can be worn with other Misc items ✓

- Default cosmetics should be removed accordingly to the cosmetics worn ✓

- Only show items able to be worn with the current cosmetics when choosing in a slot (subtracting item in the slot being changed) ✓

Left click should disable the Delete UI bar in Backpack ✓

Implement new item skins & Team Colored versions ✓

- AWP Racer Team Color ✓
- Change Foul play to the Dark/Woody Snakeshots skin ✓
- Prismatic Team Color ✓
- Voyager Team Color ✓

- Cassete Team Color ✓
- Add the Medical Manifesto to the Retro Crate ✓
- Add a knife silhouette to the Crate screen ✓
- Change revolvers skins to new Snake Shot skins ✓

Allow Bizarre item effects to be seen in the Loadout ✗

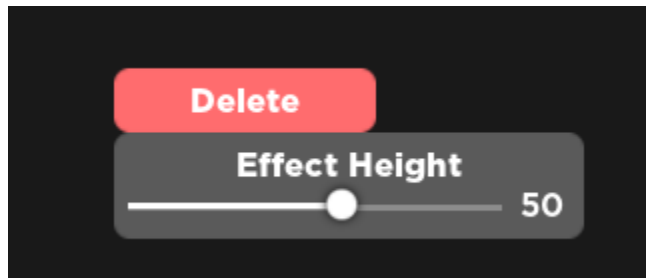
Effect height changer

All, Guns, Hats filter ✓

Cat Ears & Horns should be Misc items ✓

Replace red aloha w/ new version ✓

Remove Bizarre chance UI from weapon cases, and remove legendary chances from Cosmetic crate ✓



Class specific

Gunner

- Increased reload time
- ~~— Ability to deploy short lived health and ammo dispenser that lasts for ~5 seconds. Inside the ring it heals anyone for 10 hp/s and regens 15% base ammo per second. Give the dispenser 50 hp, and have it be destroyed after it takes said amount of damage.~~

Marksman

- ~~— Add focus ability: after doing x amount of damage (say 500) they can activate an ability that allows them for a brief period of time to not have to unscope after each shot, grants them infinite ammo, decreases bolt charging time, and lowers recoil.~~
- Zoom:Sensitivity ratio: 1:0.8

Duelist

Healer

- There needs to be something to show medic how much health people are at. This is so important.

General Gameplay

- Overtime on applicable maps/game modes
 - KoTH, Arena
- UI for objectives that show through walls, but not players.
- Implement the already existing sounds for objectives
- Press e to call for medic. Displays a bubble above head with a medical cross to healer, and makes a radar like sound.
- Bullet Holes
- Something that signifies the round has ended (e.g. grey out screen and open scoreboard)

Features

- Damage indicators: there has to be some way to know when you're low on health because it's too subtle (radial crosshair damage indicator, subtle aim punch)
- Finish Shop
- See teammates names while aiming at teammates, as well as their health and invuln charge (if they're playing healer)
- Ability to hide chat
- Bizarre item drops in Cosmetic Crates
- Backpack expanders
- Multiple crosshair options

Bugs

- Players glitch when spawning during or near end of round
- Control point still captures even after death
- Players can spawn under the map

UI

- Implement new shop UI, Case UI, Inventory UI, Credits UI, etc.
- Purchased cases/tools/items should be received through the Mailbox feature
- Implement the Mailbox and make it so we can push update information through it
- When a players inventory is full and they try to accept an item through their Mailbox, deny them, and suggest to clear space or buy a backpack expander
- Make a backpack expander functional, and add an option to expand the backpack *as* a player accepts the item from the Mailbox
- Update the Case UI & change rarity values
- Legendary items found in the case should rotate in the legendary slot in preview
- Add the distinction between Qualities and Rarities
 - Qualities are the background color and represents different values the item has on the market or meta-weapon properties
 - Rarity is the bottom bracket's color and represents the chance received from a Case/Crate
- All items have Qualities, but not all items have rarities; if an item has no rarity, the bottom bracket's color should be an extension of its quality
- Add settings:
 - Shadows
 - Standardized Cosmetics (Skins, Faces, Apparel)
 - Volume
 - Scroll Wheel
 - Killbind
 - VIP Chat
 - Disable Chat
- New images for map voting
- Change background color of class icons in Loadout Menu when you click on alternate team colors
- Use Case Unbox Screen to display case/crate animations when opening a case/crate
- Automatically show stock items when choosing items in inventory

Misc

- Ability to change crosshair
- Critical kill death feed icon
- Map ambience and objective sounds
- Alpha game badge given to all players to distribute alpha playtester rewards in the future
- UI dark mode
- Grant the 'Day 1' hat on the first day of launch to all players

Maps

Outpost

- Tdm_outpost uses arena_outpost instead of tdm_outpost
- **Stalewater**
- Add wet sound to the sewer room
- **Starstruck**
- Optimize
- **Coldpass**
- Update lighting/skybox

Implemented ✓

- Palm trees on stalewater have preciseconvexdecomp
- Clip fixed on stalewater
- [Crate](#) added to midpoint
- Ctf_starstruck added
- Starstruck shutter raised 0.5 studs
- More healthpacks on outpost (in tunnel + lower)
- Extra neon light added to outpost
- Crates added in outpost tunnel
- Barriers anchored on outpost
- Disable headshots while not scoped in on marksman
- Scoping in zoom should stay the same after each scope, rather than resetting at a default position
- Fix changing class on death issue
- Changing class while carrying intel causes intel to disappear
- Backspace drops weapons
- Fix invuln charge meter not going up in [certain cases](#)
- Healer is able to keep beam on dead healtarget, this [breaks the healgun](#) until the person rejoins the game.
- TDM score at start of round is sometimes inaccurate, i.e. 0 - 47 instead of 0 - 0
- Typing messages sometimes won't display entire message while typing or in chat itself
- Opening scoreboard does not show all players
- Alter jumping mechanics (similar to arsenal's but without the increased velocity)
- Fix opposing teams being able to walk into each others spawns on multiple maps on certain maps
- CTF rounds timer doesn't end game
- Remove ability to headshot with knife
- Teammates still display damage numbers when hit with knife
- Drop intel when you enter spawn
- When selecting a new class, only change class after player has died or if they're inside spawn room
- Better indicator that you're low health (VERY subtle red vignette; optional, on by default)
- Item code redemption (internally complete, need ui)

- Item Deletion
- Disable holding spacebar to jump
- Overheal particle effects
- Opposing team can open spawn shutters
- Self health regen to healer class.
- Update coin numbers
- You shouldn't be able to see enemy team's class choices in the leaderboards
- Chat decay
- Overheal decay.
- Class specific knife damage: Gunner 35 | Healer 30 | Marksman 25 | Duelist 20
- Map voting OR make it so the same map can't be played twice in a row
- Damage number batching
- Start of round objective description
- Star of round timer before you're able to leave spawn (10 seconds)
- Respawn timers (length depending on gamemode)
- Gold weapon death feed color change
- Increased respawn time w/ team spectate abilities
- Heal target should have UI to show healer's health more clearly, and visa versa
- Bullet trails
- Dynamic default crosshair
- Bullet spread
- Gunner**
- Increase ak47 damage falloff
- Nerf hp to 175
- Lower rpm
- Marksman**
- Reduce the clip size to like 5+1 rounds
- Half the marksman's reserve ammo from 40 down to 20
- Decreased walk speed while scoped in
- Duelist**
- Higher Damage falloff
- Healer**
- Overclock charges too slowly, probably needs to a 15-25% faster base rate
- Skorpion needs something to make it more viable because it's super horrid (yes medic isn't a combat class but there's a difference between a mildly bad weapon and doing 9 damage before dying) perhaps either more damage or a slower firing speed or a larger magazine size

Post Release

- Killing players drop ammo packs
- UI on side of screen to show which items are equipped
- Paint cans to paint hats
- Name and Description Tags
- Weapon trinkets
- Trade ups
- Emotes