



Description	Complexity	Effort	Priority
<p>Atmosphere & Community</p> <p>“You Have Been Banned from Mining” ... Add “This Match” to this, so that n00bs won’t ragequit forever</p> <p>Anti vote-spam: Identical (non-survey) votes have a X-min delay OR until a(nother) building dies</p> <p>Advanced Access Control: Proprietary closed-system RX-GUID-powered A-C for non-Steam users @ DugeHick</p> <p>EndgameCamera prioritizes populated areas, and sticks there a bit longer</p> <p>Prevent people with a [B] tag from being confused with bots</p>	<p>None</p> <p>Low</p> <p>High</p> <p>Medium</p> <p>Low</p>	<p>Low</p> <p>Low</p> <p>High</p> <p>Medium</p> <p>Medium</p>	<p>High</p> <p>High</p> <p>Medium</p> <p>Medium</p> <p>Low</p>
<p>UI</p> <p>MRLS turret lock hint</p> <p>Repair facility icon</p> <p>Bring back the loading screen when using -nomoviestartup</p> <p>When browsing vote menu pre-play: Numeric key presses influence spawn-character instead of menu</p> <p>Havoc “Yo” sound when receiving a directed (non-team) donation</p>	<p>Low</p> <p>Low</p> <p>Low</p> <p>Medium</p> <p>Low</p>	<p>Low</p> <p>Medium</p> <p>Low</p> <p>Low</p> <p>Medium</p>	<p>Medium</p> <p>Medium</p> <p>Medium</p> <p>Low</p> <p>Low</p>
<p>Balance</p> <p>Anti-Stacking: Advanced Rx_TeamBalancer.uc balances teams according to long-term RenStats @ DugeHick</p> <p>Advanced long-term player-statistics server with REST API - hereby baptized "RenStats" @ DugeHick</p> <p>Mapvoting: Replace non-X maps with X-maps when current playercount >= 32</p>	<p>High</p> <p>Medium</p> <p>Low</p>	<p>High</p> <p>High</p> <p>Low</p>	<p>High</p> <p>Medium</p> <p>Medium</p>
<p>Usability</p> <p>Patcher is keeping 15GB's of backup data on my PC - seems to be without a ceiling</p> <p> Last two or three versions should be enough...</p> <p>Consider not overwriting DefaultInput.ini with each patch, if we have not made changes to it</p> <p>Inspecting actor pools and algo complexities for further perf. gains while preserving readability (e.g. for spec. slots)</p>	<p>Low</p> <p>Low</p> <p>Medium</p>	<p>Low</p> <p>Low</p> <p>Medium</p>	<p>High</p> <p>Medium</p> <p>Low</p>
<p>Realism</p> <p>Last satisfying shot fired just before your vehicle gets destroyed or you exit currently does not count damage</p> <p>Bomb in your head crate</p> <p> Should still explode after entering a vehicle.</p> <p>Building health at 0% should mean its death</p>	<p>Medium</p> <p>Low</p> <p>Low</p>	<p>Low</p> <p>Low</p> <p>Low</p>	<p>Medium</p> <p>Medium</p> <p>Low</p>
<p>Look & Feel</p> <p>Repair-gun beam graphics bug when alternating fire modes and then entering-exiting vehicles</p> <p>Vehicle rollout: Freeze vehicles when near player and not in destruction zone, so we don’t have to run after it</p> <p>Right-click while sprinting stops the sprint, even if there is no alt-fire or ADS</p>	<p>Medium</p> <p>Low</p> <p>Low</p>	<p>Medium</p> <p>Low</p> <p>Low</p>	<p>Medium</p> <p>Low</p> <p>None</p>

