

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