Base Repair System

Random Minor Repairs:

* Minor repairs: fallen poles, broken windows, broken fences, etc.
* Animated construction worker(s) repairs the damage in 1-2 step repairs
* Each step cannot be completed until the step timer has reached its end and each player does not have the repair in view
* When these conditions are met, the step is completed instantly
* Exceptions to this repair system could include an animated worker placing a new stop sign in place with no step repair system needed.
* This system will have to be customized on an entity to entity basis

Selected Building Repair

* These selections will be made on the 4th floor of the HQ (HQ will be selected for repair in the pause menu)
* Each building repair will be completed in multiple step repairs
* Once again, each step will be completed if the player(s) are not viewing the repair and the step timer has come to an end
* The step timer will not restart until the previous step has been completed

Base Regeneration

* Entire base can be regenerated from the 4th floor of the HQ with a short loading screen to mask the process