* Pretty much will contain all ideas and everything that is potentially to be added
* Look at old documents
* Look at old game places
* Recall from memory

<https://scp-wiki.wikidot.com/>

# Group

<https://scpf-foundation-roblox.fandom.com/wiki/Departments>

Departments:

* Administrative Department (AD)
* Department of External Affairs (DEA)
* Engineering & Technical Services Department [ETS]
* Ethics Committee (EC)
* Intelligence Agency (IA)
* Internal Security Department (ISD)
* Logistics Department (LD)
* Manufacturing Department (MaD)
* Medical Department [MD]
* Mobile Task Force [MTF]
* Scientific Department [ScD]
* Security Department [SD]

Other:

* Documents (rules, DMCA-related, etc)
* Role Applications
* Trainings?
* Quality Assurance
* Keep bloat to a minimum
* Verified Developer Plugins
* Dedicated Google Drive for developers?

# Building/Modelling

* SCPs
* Weapons
* Doors / Gates
* Switches / Buttons / Readers
* Tools
* Sectors / Rooms / Offices
* Alarms
* Lighting/Ambience

# Scripting

* Quad-Tree Rendering [Full-Map Sectors Based, Room-Based, etc]
* SCPs [173, 999, 939, 106, 096, 500, 049]
* Weapon System [Guns; over-the-shoulder, simple]
* Basic Door System [open/close, breaks down over time, SCPs can open, engineers repair with toolkit]
* Basic Switches [levers, buttons, touchpad-reader, eye-reader]
* Team-Based Outfits
* Tesla Gates
* Interaction System [Items, Weapons, Doors, SCP items]
* Main Menu
* Radio System
* Detail Tool (detail players)
* Scan Tool (scans inventory for items)
* SCP-500 (heals all injuries, etc)
* Alarm System
* Ambient Sounds
* Script UI
* Script Tools
* Custom Server System

# Miscellaneous

* Create UI
* Find/Import ambient sounds