

Percentage can mean one of two things;

If it's in **red**, it means that it isn't finished but the feature is being worked on - Quality

If it's in **green**, the feature is working but it has more stuff to include - Quantity

Phase 1:

The phantom mod

Kingdom/Culture:

Galactic Republic (AI / Player) - 100%

Seperatist Alliance (AI / Player) - 100%

Hutt Cartel (AI / Player) - 100%

Mandalore (AI / Player) - 100%

Kalee (AI / Player) - 100%

Add troopers / items for these factions - **50 to 100%**

Combat:

Weapon types - **40 to 60%**

Weapon fire modes - **40 to 60%**

Force Powers - **40 to 60%**

Explosive Weapons - **40 to 60%**

Mounted Combat - **50 to 100 %**

Seige engines - **50%**

Troops/Companions:

Clone Regiment Selection - 100%

Character:

Character creation - **Human 100%**, Alien **10 to 25%**

Perks - **25 to 50%**

Professions:

Workshops - 100%

Bounty Hunting - 100%

Slavery - 100%

Towns/Villages:

Pazaak - 100%

Planet System - 100%

The Black Market - 100%

Space:

Spaceship interior - 100%

Phase 2:

Attack of the codes

Kingdom/Cultures:

The Old Republic (Player) - 100%

Sith Empire (Player) - 100%

Add troopers / items for these factions - 100%

Combat:

Weapon types - 100%

Force Powers - 100%

Siege Engines - 100%

Dismemberment - 100%

Dual Wielding weapons - 100%

Troops/Companions:

Medical System - 100%

AI Cover System - **50%/50%**

Troops that fly (either wings or jetpack) - **50%**

Character:

Character Creation - **50 to 100%**

Perk tree - 100%

Jetpack – 100%

Professions:

Creature Hunting - 100%

Mining - 100%

Towns/Villages:

Diverse Arena/Tournaments - 100%

Dejarik Holo Chess - **50 to 100%**

Phase 3:

Revenge of the additional content

Kingdom/Culture:

Rakata (Infinite Empire) (AI / Player) - 100%

Yuuzhan Vong (AI / Player) - 100%

Eternal Empire - Empire of Zakuul (Player) -- (?)

Add troopers / items for these factions - **50 to 100%**

Combat:

Overhead battles - **50 to 100%**

AI Combat chatter - **50 to 100%**

Squad-Based Troop Separation - **50 to 100%**

Troops/Companions:

Unique faction Units - 100%

Loyalty System - **50 to 100%**

Troops that fly (either wings or jetpack) - 100%

Character:

Character Creation - 100%

Professions:

Pod Racer sponsor - **50 to 100%**

Town/Villages:

Housing – 100%

Pod-Racing - **50 to 100%**

Dejarik Holo Chess - 100%

Phase 4:

Roll credits

Kingdom/Culture:

All troops and Items - 100%

OT Empire (Player) If possible - 100%

Rebel Alliance (Player) If possible - 100%

Combat:

Overhead battles - 100%

AI Combat Chatter - 100%

Squad-based Troop Separation - 100%

VoiceAttack integration - 100%

Troops/Companions:

Loyalty System - 100%

Character:

Co-Op mod integration - 100%

Profession:

Pod racer sponsor - 100%

Towns/Villages:

Pod-racing - 100%

Blacksmith for weapons - 100%

Roadmap as of 28/10 - 2020

