Confirmed. I’m proceeding under your exact constraints and stance.

**GTA 5 RP (Browser, Click-Based) — Single Best Plan**

**1) North Star & Pillars**

* **North Star:** A persistent, open-world, click-based GTA-style RP where choices, timing, risk, and social status matter more than twitch skill.
* **Pillars:**
  1. **World-first** (city districts drive opportunities & scarcity).
  2. **Deterministic action engine** (server-authoritative, timed actions with clear odds & outcomes).
  3. **Risk ↔ Reward loop** (Heat/Wanted and evidence drive tension).
  4. **Player progression** (Skills, Perks, Properties, Businesses).
  5. **Economic realism** (money sinks, inflation control, supply/demand).
  6. **Fairness & anti-abuse** (no client-side authority; rate limits, cooldowns, bot checks).

**2) Core Loops (what keeps people playing)**

1. **Make Money** → legit jobs (courier, ride, sanitation) or crimes (pickpocket, burglary, car theft, heists).
2. **Upgrade & Expand** → vehicles, properties, businesses, crew bonuses, skill perks.
3. **Control Risk** → manage **Heat/Wanted**, stash evidence, pay fines, bribe, or serve time.
4. **Status & Social** → reputation tiers unlock better contracts, districts, business permits, and cosmetic flex.

This mirrors what works in top browser strategy/mafia games (clear actions, timers, city control), adapted to GTA RP fantasy without real-time movement.

**3) World Model (Click-based Open City)**

* **Graph of Nodes**: City → District → Locations (nodes) with typed actions: Job Board, Chop Shop, Pawn, Bank, DMV, Safehouse, Police HQ, Hospital, Car Dealer, Black Market, Courthouse, Construction Yard, Docks, Nightclub, etc.
* **Travel**: Clicking a destination starts a timed **Travel Action** (cost, duration) influenced by vehicles, routes, and current police pressure.
* **Dynamic District State**: Each district has rolling modifiers (police presence, black-market prices, crime difficulty, crowd level). Rotates hourly/daily to keep the map fresh.
* **Personal Turf Map**: Your safehouse(s), garages, stash, small businesses, upgrades and skins—progression you see at a glance.

**4) Action System (the engine that runs everything)**

* **Action Types**: TRAVEL, JOB, CRIME, HEIST\_STEP, TRADE, UPGRADE, TREATMENT, LEGAL, BUSINESS\_CYCLE.
* **Resolution**: Server-only **deterministic resolver** combining character stats, gear, district modifiers, RNG (seeded), and risk profile.
* **Timing**: Actions have start, duration, cancel rules, and cooldowns. Some resolve instantly (<2s), others run for minutes (background worker).
* **Queue Rules**: Limited concurrent actions (e.g., 1 major + 2 minor), with **Energy/Action Points** gating volume.
* **Auditability**: Every action emits an immutable event (outbox) for feeds, support, and anti-cheat.

Why this is “best”: it scales to thousands, is mobile-friendly, avoids latency wars, and gives deep RP outcomes without animations.

**5) Progression & Stats**

* **Skills**: Driving, Stealth, Lockpicking, Hacking, Negotiation, Medicine, Mechanics, Legal.
* **Perks**: Branching choices (e.g., “Getaway Driver”, “Night Crawler”).
* **Reputation**: Civilian, Hustler, Fixer, Kingpin tiers unlock permits, contracts, and better fences.
* **Heat / Wanted**: Increases from crimes; decays via time, disguises, bribes, or lying low in Safehouses.
* **Injuries & Recovery**: Failures can cause injuries requiring **Hospital** (time + cash sink).

**6) Economy & Items**

* **Currencies**: Cash (traceable), Dirty Cash (must launder), Bank Balance.
* **Sinks**: Fines, bribes, hospital, vehicle wear, business upkeep, property tax, insurance, permits, cosmetics.
* **Items**: Tools (lockpicks, VPN, crowbar), Consumables, Vehicle parts, Evidence bags (can be planted / discovered).
* **Supply/Demand**: District price indices for black market goods; NPC buy/sell windows encourage movement.

**7) Crime & Law (RP depth without twitch)**

* **Crimes** (click-based): pickpocket, car break-in, burglary chain (scout → disable alarm → loot → escape), strong-arm, cyber skim, smuggling.
* **Encounter Cards**: Micro-decisions during an action (e.g., “Security rounds early—hide or bluff?”) modifying odds and Heat.
* **Evidence & Patrols**: Crimes leave traces; district patrols adjust by time-of-day & recent activity.
* **Consequences**: Wanted levels → chases (as timed escape actions), arrests → **legal flow** (public defender, fines, prison timers, appeal).
* **Clean-up**: Fences & Chop Shops convert stolen goods with risk-adjusted payout.

**8) Social & Groups (without lobbies)**

* **Crews (async)**: Create/Join a crew for passive buffs, shared stash slots, pooled businesses.
* **Crew Activities**: Multi-step heists as **linked actions**; each member completes their step within a window (no room UI required).
* **District Control (later)**: Crew influence gives fee reductions, better job payouts, or faster cooldowns.

**9) UX & Maps (click-first)**

* **World Map**: District heatmap (profit vs. risk), live modifiers, accessible nodes.
* **Turf Map**: Drag-and-drop layout of owned properties & upgrades (purely cosmetic arrangement; actions via clicks).
* **Action Tray**: Shows running actions, timers, outcomes, and quick re-run.
* **Clear Odds**: Each action shows success chance, payout band, Heat gain, and injury chance.

**10) Technical Blueprint (grounded in your stack)**

* **Backend (FastAPI + Postgres)**
  + **Modules**: Identity, Profile, Inventory, Map, Actions, Crime, Jobs, Economy, Law, Businesses, Crews, Telemetry.
  + **Action Resolver Worker**: Python worker (Arq/Dramatiq) + **Redis** for queues & locking.
  + **Data**: Postgres with strict FK, row-level locks for contested updates; **event outbox** table for reliable feeds.
  + **Determinism**: Server seeds RNG per action; all formulas versioned for replay/debug.
  + **Rate-limits & Abuse**: IP/device fingerprint, per-action throttles, bot checks on repetitive endpoints, signed server timestamps.
* **Frontend (SPA)**
  + **State**: React/TS, server-driven UI; polling or SSE for action progress (no heavy websockets needed initially).
  + **Maps**: SVG/Canvas overlays with click targets; no real-time pathfinding.
  + **Accessibility**: Everything operable via clicks/taps; timers clear; mobile-first layout.
* **Ops**
  + **Migrations** via Alembic, **seeders** for districts & nodes, feature flags, and **observability** (action latency, success rates, economy health).

**11) Data Model (slice-ready)**

* users, profiles, skills, perks, reputation
* districts, locations (type, modifiers), district\_state (rolling stats)
* actions (id, user\_id, type, payload, start\_ts, end\_ts, status, seed)
* action\_events (for audit/feed), cooldowns, energy\_ledger
* inventory, items, item\_instances
* vehicles, properties, businesses, business\_cycles
* economy\_prices, fences, launderers
* heat\_ledger, warrants, arrests, fines, sentences
* crews, crew\_members, crew\_bonuses

**12) Release Roadmap (incremental, always playable)**

**v0.1 Foundations (1–2 weeks)**

* World/District/Location data, Action engine (TRAVEL, JOB, CRIME: pickpocket), Energy, Heat, basic inventory, outcomes feed, world map UI with district modifiers.

**v0.2 Economy & Jobs**

* Courier & Ride jobs, Bank, fines, basic store, vehicle purchase & travel modifiers.

**v0.3 Crime Depth & Law**

* Burglary chain with encounter cards, evidence, police patrols, arrest/legal flow (fines/prison timers).

**v0.4 Properties & Businesses**

* Safehouse, garage, small business loop (e.g., Car Wash) with upkeep & yield; turf map.

**v0.5 Crews (async)**

* Crew creation, shared stash slots, crew bonuses, first linked heist (3-step).

**v0.6 Live Ops & Balancing**

* Rotating district events, price shocks, rarity drops, telemetry-driven tuning.

**13) First Implementation Slice — INVEST Stories (v0.1)**

* **US-01 World Map**: As a player, I can see districts with current risk/profit modifiers so I can decide where to go.
  + **AC**: GET /world/districts returns name, heat index, profit multiplier, active events; UI shows color scale & tooltips.
* **US-02 Travel Action**: As a player, I can click a district/location to start travel that completes after a timer and updates my position.
  + **AC**: POST /actions/travel → action\_id; GET /actions/{id} shows status; completion updates profile.position.
* **US-03 Energy & Cooldown**: As a player, actions consume Energy and respect per-type cooldowns.
  + **AC**: Energy ledger with regen rate; 429 when insufficient; cooldown remainder returned in error body.
* **US-04 Pickpocket (Crime v1)**: As a player, I can attempt pickpocket with visible odds and potential Heat gain.
  + **AC**: Odds displayed pre-action; result yields cash/dirty cash or failure; Heat change recorded; outcomes feed entry created.
* **US-05 Outcomes Feed**: As a player, I can see a chronological feed of my last 50 action results.
  + **AC**: GET /me/feed paginated; entries immutable, signed with action seed.
* **US-06 Basic Inventory**: As a player, I can hold items and see quantities; tools can modify odds.
  + **AC**: Item usage references; pickpocket odds +5% with “Distraction Item”.
* **US-07 Anti-abuse (baseline)**: As a system, I throttle repetitive actions and require periodic human verification for suspicious patterns.
  + **AC**: Per-IP & per-user rate windows; risk score triggers captcha on POST /actions/\*.

**14) Balancing & Fairness Principles**

* **Transparency**: Show odds & ranges; log seeds for support.
* **No dead ends**: Failures feed future chances (e.g., “learn from mistake” micro-buffs).
* **Inflation control**: Weekly sinks scale with wealth percentiles; dynamic sinks (tax, upkeep).
* **Daily cadence**: Energy regen targets 15–25 meaningful actions/day on mobile.