

# Regular:

1. GitHub Issues
2. Door system (Explained below)
3. Removing autocast by right clicking and making it all via staff. All staff support + if u change weapon it will remember your attack style + autocast on the weapon. Just like on OSRS.
4. Cow moo, kharid brothers, duck, make over mage random chats n sounds.
5. Agility skill 1:1 OSRS (Lots of work)
6. Fairy ring teleportation system
7. Items on ground dump (So we can load items such as ashes on ground, and they respawn if you pick them up) (A dumper will be nice I will dump all regions on OSRS manually).
8. Al Kharid carpet flying system
9. Port sarim sailing system
10. Proper anti PJ system (explained below)

# Minigames:

1. Blast Furnace
2. Motherlorde mine
3. Pest Control
4. Castle Wars
5. Pyramid Plunder

# Bosses: (Includes their spawns, teleporting, sounds, mechanics..etc)

* Corporeal beast mechanics
* Abyssal sire
* Kraken
* Thermonuclear boss
* Mage arena I
* Mage arena II
* Godwars dungeon 1:1 (aggressivity, objects, pushing the big rock, etc)
* Revenant caves 1:1 (their effects and mechanics, and sounds)

## Doors system: Should include any door in the whole game.

Single door: Just a regular open/close door.

Double door: Just a regular double doors opening and closing support.

Force single: Door that opens, lets you in, closes by itself.

Force double doors: Double doors that open, lets you in, and closes itself.

Gates & Force gates support.

Curtains perhaps? We can do them manually such as in Relleka, Pollivineach its only total of

10-20 objects.

## Cow moo, kharid brothers, duck, make over mage random chats n sounds.

Cows/Chickens/Ducks: They make a random sound and text every while.

Al Kharid brothers will try to help their brothers if you attack one of them.

Make over mage does random graphics and text every while on OSRS.

## Proper anti PJ system (explained below)

If you attack a player and another player tried to attack him in a single zone it should not allow that. Currently if you both click at the same time you can hit him for 1-2 hits before it says his/her under attack.

If you are attacking a player or NPC and they are not hitting you back, you should be able to teleport, logout as you are not in combat. A player can also attack you cause you’re not being hit, and vise versa if an NPC is hitting me but I am not attacking it, someone can steal it and attack it.

It should cause a player to be in combat as soon as a magic is being cast to him, for example if you cast tele block on a player, they should not be able to logout before the projectile reaches them cause they should be locked as in combat.

## Hard task: (FUTURE):

Which will require planning everything is the OSRS conversion which can be done later. We first need to make sure we have all the interfaces ready that’s the first step so we can easily port it and get everything done.