Untitled Crime Game

1. Crime Rackets
   1. Fronts
      1. Use to launder cash
   2. Sex Industry
      1. Brothels
      2. Pimps
      3. Studios
      4. Strip Clubs
   3. Arms Dealing
      1. Weapons Dealers
      2. Weapons Storehouse
   4. Gambling Halls/ Casino
      1. Front-adjacent
      2. Illegitimate Gambling Halls
      3. Legitimate Casinos
   5. Lenders
      1. Loan Sharks
      2. Crewmembers
   6. Dealing
      1. Marijuana
      2. Cocaine
      3. Moonshine
2. Game Mechanics
   1. Reputation
      1. Controls mission availability
      2. Controls crew size
      3. Attained by completing jobs
   2. Heat
      1. Police
         1. Resources
            1. Dependent on reputation
            2. Only have a limited number of lawmen
            3. Upgraded lawmen depends on reputation
         2. Personal Police Heat
            1. Affects response time to crimes committed
            2. Affects response force to crimes committed
            3. Affects chance of crackdowns
            4. Affects chance of police tails
            5. Chance of both player and crewmember job disruption
            6. Goes down **very** slowly with time
            7. Goes down immediately with bribes
            8. Zero heat generated if no civilian witnesses
         3. Locational Police Heat
            1. If a crime is committed in a District, police will remember
            2. Police presence in area increased
            3. May disrupt crime rackets in District
            4. Zero heat generated if no civilian witnesses **and** no bodies/ contraband
      2. Gangs
         1. Resources
            1. Crewmembers
         2. Personal Gang Heat
            1. Dependent per gang
            2. Volatility of heat dependent on Reputation
            3. Affects chance of assassination attempt
            4. Affects chance of ambush attempt
            5. Affects chance of job robbery or disruption on player
         3. Locational Gang Heat
            1. Affects racket defense
   3. Rackets
      1. Passive Income
      2. Active Income
      3. Base Legitimacy
         1. Affects crackdowns
         2. Affects disruption by locational police heat chance
   4. Laundering
      1. In pocket
         1. Vulnerable to seizure upon arrest or
      2. In bank
      3. In mattress
   5. Empire Management
      1. Crewmembers
         1. Attained through Associate Jobs
         2. Crewmember Openings in player crew depends on Reputation
3. Story