To Do List

This is a quick to-do list. So far it only consists of models and texture related stuff but please add to this or make changes that you may see fit. But clearly indicated what changes you have made.

**Models:**

Weapons

* Pistol Gun (Police/Criminal) Andrew
* Taser (Police/Hero) Troy
* Baton (Police/Hero/Criminal) Troy
* Knife (Criminal) Andrew

Characters including rigging

* Hero Male Andrew
* NPC male (civilian) Andrew
* NPC female (civilian) Troy
* NPC male (criminal) Troy
* NPC Male(Police) Andrew
* NPC Female (Police) Troy

Vehicles

* NPC Car Andrew
* NPC Police car Andrew

City

* General buildings (cannot enter)

Enterable building’s Interior

* Bank Troy
* Shops Andrew
* Docks Troy
* Train/Train Line Andrew
* Train Station Andrew
* Apartments- Andrew
* Prison- Troy
* University Troy

General assets

* Bins
* Street Lights
* Traffic Lights
* Fences
* Cages
* Pavements/Roads

Buildings

Bank interior- Troy

* Desk
* Chair
* Tills
* Queue dividers
* Vault
* Vault door
* combination lock
* safety deposit boxes
* shelves
* computers

Shops interior models- Andrew

* Aisles
* Tills

Dock Models- Troy

* Cranes
* Boats/Ships
* Cargo Crates
* Pier

Train/Train Line

Train Interior Andrew

* Seats
* Polls
* windows
* sliding doors

Train Station Andrew

* support beams
* long chairs
* platform
* train track

Apartments interior Andrew

* stairs
* doors
* couch
* bathroom
* bed
* railings

**Animation**

Stances / Positions

* Stand
* Crouch
* Surrendering

Movements

* Walking
* Crouch walking
* Jump
* Crouch jump
* Holding hostage
* raising hands

**Textures**

Weapons

* Piston gun(gray)
* Taser (Gray/ Yellow/Green)
* Baton(Black)
* Knife(Black Handle/Silver Blade)

Characters

* Hero Male
* NPC Male (Civilian) (generic clothes)
* NPC Female (Civilian) (generic Clothes)
* NPC Male (Civilian) (bank Clothes)
* NPC Female (Civilian) (Bank Clothes)
* NPC Male (Civilian) ( Shop Employee)
* NPC Female (Civilian) (shop Employee)
* NPC Male (Criminal)
* NPC Male (Police)
* NPC Female (Police)

Vehicles

* NPC Car (Civilian)
* NPC Police car (Police Car)

**Outside Textures**

* Road Tarmac + Road Lines
* Pavement Slabs
* Sides of Pavement bricks
* Brick walls
* Window Frames
* Door + Door frames

**General Buildings:**

Bank.

* Marble tile floor
* white painted walls
* wooden desk
* wooden chair + leather cushions
* White metallic tills
* Queue Dividers (Metal polls + velvet rope)

Vault

* Gray Metal Walls + floors
* Metal Gray Vault door
* Shelves made up of safety deposit boxes
* White plastic computer towers + Monitor

Shops

* White Metal Aisles + Items on shelves
* White metal tills

Docks

* Yellow Metal Crane
* Maroon Metal Ship + White Metal Top
* Varied Coloured Cargo + livery + test
* Storage building corrugated metal walls + roofs

Train / TrainLine

* train track

Interior

* Patterned seats
* Metal poll (colour?)
* Gray Metal doors

Exterior

* Gray/Silver Metal (Spray cans)

Train station

* White tile + walls
* concrete floors (gray)
* White tile support beams
* wooden long chain
* train tracks