* Environment
  + Sectors
  + Terrain
    - Different terrain types
      * mountains
      * hills
      * flat (can be built on)
      * city?
    - rock types (helium, uranium etc)
    - paths?
    - water level?
  + models/artefacts (weird alien buildings)
  + lighting
  + sound
  + weather?
* people
  + walk(silent)/jog(normal)/sprint(limited time, poor accuracy)
  + stand(normal accuracy)/kneel(high accuracy, quick change)/prone(high accuracy, slow change, low profile)
  + jump (jumping in sprint mode sends you into prone mode on landing; diving out the way makes you fall over, useful under the right circumstances)
  + wears armour (no armour means you die in 1 shot)
    - can’t use big vehicles in big armour (can still use open topped things like hover bikes)
    - all infantry has armour
    - no armour = pod
    - “pack” is part of armour, so pods loose items
    - some armour cloaks you
  + holds weapon
    - some weapons require appropriate suit? (can’t carry super awesome death ray of doom without strength assisting armour)
    - some require certain postures (sniper only accurate in prone/okay in kneeling, mortar must be used while kneeling)
  + has pack with more weapons/ammo/tools/items (limited size)
* vehicles
  + can be entered by infantry or created before “launch”
    - have fixed number of “slots” for players
  + cannot be car-jacked
  + have weapons
    - can only be changed before launch
    - may be fixed ammo, return to base needed to refill
  + have armour
    - players ejected when this reaches 0, vehicle becomes inoperable
  + self destruct (if leaving vehicle you may ensure it can’t be stolen)
* buildings
  + can be entered
  + may have player slots
    - used for turrets
    - NOT a limit for number of players physically inside building
  + may be rip receivers
  + can be used to restock and get a vehicle
  + control room: equivalent to being in-base in Allegiance
* player slots
  + camera position and direction
  + may have targeting (2 types, normal and sector view, need image to explain)
  + weapons/deployables linked to slot
  + key binding to switch between slots? (or gui? clicking on f4 is more intuitive/don’t want too many keys)
* keymap
  + keyboard/mouse settings all changeable
* particles
  + need pretty effects
  + explosions (particle based or just sprites like alleg?)
  + 3d shockwaves (like UT)?
* missiles
  + smart algorithm (cos I like writing algorithms, and I know that there are better ones than in alleg)
  + missiles intended for aircraft should be rubbish against tanks...
* physics
  + people = easy
  + when people fall far, enter prone
  + ragdoll = unlikely
  + vehicles will be hard
* networking
  + ARGH!!!!!!!!
  + HARD!!!!!!!!
  + will be done last (I’m at university doing computer science, the longer I wait the better I get)
* AI
  + A\* algorithm
  + my course has AI in it, so I may test ideas here if needed...
* GUI
  + same as alleg except:
  + obviously using hocks beautiful GUI design
  + objectives panel? (idea thrown around for alleg, would be easier for new game)
* Core System ( almost done – dare)
  + Way too complicated to explain in a short sentence but almost finished