**General**

-asset purge

-continue button not disabled when no levels have been completed

-check compiles of all teachables

~~-loading screens with tips~~

~~-end of level statistics~~

~~-sounds and music~~

~~-add progression events~~

~~-cutscenes~~

~~-main menu~~

-finish up the codex look

-change the font sizes

-fuck around with colors

-pop up ui in the top right corner with tips and hints

-add objective and hint message triggers

-add sound effects to level assets

~~-notice board should glow in hackervision~~

~~-buttons should also glow in hackervision~~

~~-maybe change the appearance of bool nodes~~

~~-add footsteps~~

~~-remove crosshair~~

~~-tie clst to triggers~~

~~-change mesh for platform and gravity field~~

-decrease font size

-go through codex entries and add missing concepts and tutorials (hints, pictures and such)

~~-add clsts where necessary~~

-write hints and tips

-add shutdown widget on death

~~-add pick up effect on easter egg~~

-sorters and searchers visual rework

-footsteps need additional work

~~-replace the „new“ icon~~

~~-add quit and options buttons to pip boy~~

-add actuall options screen

-brightness slider

-dev cheats

-grammar errors fix (good luck with that)

~~-change the look of do you want to quit thingy~~

-add comments to puzzles

-sound mixing

-turn up ambient sounds

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**Tutorial level**

-have player manually pick up the usb

-do reflections stuff

-closet room needs extra lighting, change pp blending

-fps issues

~~-fix material on elevator door~~

~~-static material for tv~~

~~-autoplay the begining sequence~~

~~-tweak usb animation and widget~~

~~-add led displays~~

**Beginner nexus**

~~-portal doors dont seem to work properly – all red when starting the level~~

-add ability to go to level design island

~~-hud is shown during cutscene, might keep it~~

~~-begining cutscene plays everytime when returning from a level~~

-lighting fuckery required, not built yet

-lower grass density or change corrupt grass material

-fps issues

**Variables level**

~~-massage comment is still present in terminal, try adding more tension message also~~

~~-remove the additional bridge on end? (set to hidden for now)~~

~~-maybe add some particle effects~~

~~-add trigger on first puzzle that lowers elevator if player falls back down~~

**Loops level**

-lighting fuckery will be required, therefore not built yet

-slighter fps issues

**Functions level**

~~-shields should turn on while platform is moving~~

-change the forcefloor puzzle

~~-big moving platform has super jump~~

-lighting not built

**Intermediate Nexus**

**~~-~~**~~when returning to nexus player gets spawned in clst~~

~~-lighting might need some additional tweaks~~

**References level**

~~-lighting is shit~~

**Inheritance level**

**~~-~~**~~add killplanes to water~~

~~-add scan and sound effects to scanner, different sound for bad scan and good scan~~

~~-fix crashing scanner~~

~~-replace the level end~~

**Master nexus**

~~-remove cake text from door~~

-force the player to enter side rooms before main door will open

-fps issues in side rooms when lighting is built

-lighting not built

~~-make walls better~~

~~-add roof on central area~~

~~-do the lighting~~

~~-add sounds~~