

开发 (320元)

时间：7天

结束时间：2025年12月22日

客户名称：

公共账号：

密码： 游戏名称:开发

任务领取人 (姓名+roblox账号) :

320元12.27

具体内容

Swap out old loading screen with new ones that I will provide. The original screen for the main menu was fine, I need that kept. I mean the loading screens that appear between missions, like for example when you start the civilian money counter mission and get teleported

The main menu does need music added though. Add music to main menu GUIs and loading screen GUIs.

Swap out vehicle selection GUIs for purchase and missions with new ones that I will provide.

Place grave locations (indicators are called "Grave").

Require the player to move the NPC to a specific area of the home for debt collector.

Remove the "co-op" feature for Mula. Right now the player can invite a criminal, just remove this feature.

Remove the GUI that appears when players attempt to jack a car. Place car jack locations around map.

Make it so that the turret is only available for specific vehicles during customization.

Remove the escort, hijacking missions and place them in a separate file for later use for

different project.

[LoadingScreensGame.rbxm](#)

These are the screens. Can you make it so that a random one is pulled from the files for loading screens instead of a set one? Don't use the one that's not in a folder

Then for music just add a random track and I'll switch the ID later